	Monday 29/08/2022	Tuesday 30/08/2022	Wednesday 31/08/2022	Thursday 01/09/2022	Friday 02/09/2022	Saturday 03/09/2022	Sunday 04/09/2022
08:00	Late Summer Bank Holiday - UAL CLosed 08:00-22:00						
	08:00-22:00						
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	Monday 19/09/2022	Tuesday 20/09/2022	Wednesday 21/09/2022	Thursday 22/09/2022	Friday 23/09/2022	Saturday 24/09/2022	Sunday 25/09/2022
08:00	Public Holiday - UAL closed 08:00-22:00						
	08:00-22:00 Bank Holiday for the State Funeral of Queen Elizabeth II						
09:00 09:00	Queen Elizabeth II						
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat State and Celcat Calendar on the footer.

Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 26/09/2022)

	Mor 26/09	nday 9/2022			Tuesday 27/09/202		Wed 28/09/2022			Thur 29/09	sday)/2022				Fri 30/09	day 9/2022		Sat 01/10/2022	Sunday 02/10/2022
08:00																			
09:00				Submit E1 workshop choices by 5pm on Moodle 09:00-17:00															
10:00 11:00 11:00 12:00 12:00 13:00	Animation Arts 3 Welcome back Welcome back Welcome Welcom	AA GpA Summer holiday project - propertations 2 Conter: 2 Conter:	AA GpB Summer holiday project - presentations 2 Other: Competitions 10:00- Strauge: LCC, SA (Hons) Animation (with Creative Computing) (FT Vir 3) (BA (Hons) Animation: Arts (ET Vr 3) (BA (Hons) Animation: Arts (ET Animation: Arts (ET Animation: Arts (ET Animation: Arts (ET Animation: Arts (ET Animation: Arts (ET Mitto), Staart HILTON, Shaart	Groups: LCC_ BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3)	Came Arts Supervised Studio or Workshop Time, 1000-13: 00 Groups: LCC, BA (Hors) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animator: Came Arts (Ful Time)): LCC, BA (Hons) Animator: Came Arts (Ful Time)): Room: EC_M309	ONLINE NM INFORMED - PRACIDE 3 - OCIVES - COLVES - COLVES - SCHEDULE ONINO CONTROL - SCHEDULE ONINO CONTROL - SCHEDULE ONINO CONTROL - Groups Livinneis - Staff-Maris -		ONLINE TF GA1 INFORMED PRACTICE 3 - ONLINE SEE PERSONAL TUTORIALS - SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation: Game Arts 3, TF, GA1, Staff: FARTA, Teodora	Ants Summer Holday Project Presentations Studio or Workshop Time, 1000-13300 Groups: LCC, BA (Hons) Animation Si (BA (Hons) Animation: Ats (FT Yr 3) (BA (Hons) Animation: Ats (FT Yr 3) (BA (Hons) Animation: Ats (FT BA (Hons) Animation: Animation: Ats (FT Ba (Hons) Animation: Animation: Ats (FT Ba (Hons) Animation: Animation: Ats (FT Animation: Ats (FT) Animation: Ats	ONLINE CH GPI INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Supervised Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation 3 30CA, CH, GPI; LCC, BA (Hons) Animation: Visual Effects 3, CH, GPI; Slaff; HOLDSWORTH, Caire	ONLINE CDBS Gpt INFORMED PRACTICE 3 - CONTORNAL 5-SEE PERSONAL TUTTORIAL 5-SEE PERSONAL TUTTORIAL SCHEDULE Online Supervised Studio or Workshop Chrome Supervised Studio or Workshop Time, 1030-91300 Groupe LCC, BA Vinimation Arts 3. CDBS, Gpt: LCC, Animation: Game Animation: Game Animation: Came Animation: Came Animation: Came Animation: Came State Control Control State Control Control State Control Control Control Control Control Control Control Control Control Control Control Control Control Control Control Control Control Control Control Cont	PERSONAL T SCHEDULE Online Superv Workshop Tim Groups: LCC_	RACTICE 3 - DRIALS - SEE UTORIAL ised Studio or ie, 10:00-13:00 BA (Hons) imation Arts 3_ CC_BA (Hons) me Arts 3_ aff:	ONLINE DMG Op3 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC, BA (Hons) Animation 3:30CA, DMG_ Gp3; Staff: MCGOWAN, Dawid	ONLINE COBS GP2 INFORMED PRACTICE 3 - ONLINE SEE PERSONAL TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time, 1000-1300 Group: LCC, BA (Hons) Animation: Game Arts 3, CDeS_GP2; Staff: DE SELINCOURT, Chris	ONLINE CH GP2 INFORMED PRACTICE 3 - ONLINE SEE PERSONAL TUTORIAL S SCHEDULE Online Supervised Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation 3 30CA, CH, GP2: LCC, BA (Hons) Animation 3 30CA, CH, GP2: Staff: HOLDSWORTH, Claire	ONLINE GP Gn1 INFORMED PRACTICE 3- ONLINE SEE PERSONAL TUTORIAL S- SCHEDULE Online Superised Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation: Game Arts 3, GP Gp1; LCC, BA (Hons) Animation: Game Arts 3, GP GP1; Staff: PETREY, Grant		
13:00 14:00 14:00 15:00 15:00 16:00	Groups: LCC, BA (Hons) Animation: S0 (with Ceaseive Computing (TY + Animation: S0 Computer Animation Full Time); LCC, Bank (BA (Hons) Ani (BA (Hons) Ani- Time); CC, Bank (BA (Hons) Ani- Time); CC, Bank (BA (Hons) Ani- time); CCC, Ty - S0 (BA (Hons) Ani- time); CCC (BA (Hons) Ani- (BA (Hons) An	nimation: Visual	8) (BA (Hons) Il Time)); LCC_ Effects (FT Yr 3	-	Carne Arts Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Artination Carno Arts (FT) Yr 3) Animation Carno Arts (FT) Yr 3)	ONLINE NM (Gp2) NFORMED PRACTICE 3 CUTIORILS - SEC PERSONALE FERSONALE SCHEDULE visit Groups LCC, BA Animation Arts 3, Animation Came Animation Came Animation Came		3DCA, VFX - Summer Holiday Project Presentations Z Other: Presentation, 13:00-19:00 Groups: LCC BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation: 3D Computer Animation: Groupter Animation:	ONLINE NP Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL SCHEDULE Online Supervised Studio or Workshop Time, 1430-17:00 Group: LCC_BA (Hons) Animation Arts 3 NP Gp1; Staff: PLOWMAN,	PMP E1 Personal Schedules Published 14.00-17.00 Event no large - resources not anned	GArts GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Carlo Arts (FU) Time); Arts (FU) Time); Arts (FT Yr 3) (BA (Hons) i	GArts GpB Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Arts (FU) Time)); Animation: Casil Arts (GT) Yr 3) Arts (FT) Yr 3)	ONLINE DMG Gp 2 NFORMED PRACTICE 3 OTUTORIALS - SEE PERSONAL SCHEDULE SCHEDULE - SCHEDULE - SCHEDUL	Points of Entelechy Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M302A; Staff: RADEV,Mario	Reinterpretin g Compositions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M308; Staff, MARTIN,	Story Worlds Technical Workshop, Event too large - resc			
17:00 17:00 18:00	Animation [Full Time]; Room: EC ISSN: Staff.ROE; Sam				Animation: Game Arts (Full Time)): Room: EC_M309	Staff: MAIRS,Nigel		(LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_ WG10: Lecture Theatre A (LTA); Staff:	PLOWMAN, Nicola		Animation: Game Arts (Full Time)): Room: EC. M302; Staff: RISINO, Luca	Animation: Game Arts (Full Time)); Room: EC M302A	DMG_Gp2_Staff MCGOWAN,David		Kelvin				
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14:00 15:00 15:00 16:00 16:00	3DCA Studio Access Supervised Studio or Workshop Time, Honoper LCC, BA (Horne) Animation (Horne) Animation (Horne) Animation (Horne) Animation (Horne) Animation (Ful Time)); LCC, BA (Horne) Animation (Ful Time)); LCC, BA (BA (Horne) Animation (Ful Animation; SD Computer (BA (Horne) Animation; SD Computer (BA (Horne) Animation; SD Computer Mission; SD Computer Same Computer (Horne), Room; EC, Na30; Staff; ROE, Sam	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT (Yr3) (BA (Hons) Animation: Visual Effects (Full Time)): LCC, DA (Hons) (BA (Hons) - Computing) (BA (Hons) - Comput	Game Arts Supervised Studie or Workshop Time, 14:00-17: 00 Groups: LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	Groups: LCC_ Animation: An	udio or le, 14:00-17:00 BA (Hons) imation Arts 3_ LCC_BA (Hons) me Arts 3_ Room: EC	ONLINE Life Drawing Online Supervised Studio or Weekshop Time, 14.30-1600 Event too large - partited		Vignette Abstractions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ W231:Apple Macs; Staff: HIRT,Ben	ONLINE Informed Practice 3 NP (Gpt) Online Studio or Workshop Time, 14:00-17: 00 Group: LCC_ BA (Hons) Animation Arts 3. NP-Gpt: St aff: PLOWMAN, Nicola	GArts GpA Supervised Studio or Workshop 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC_BA (Hons) Animation: Game Animation: Game Animation: Game Animation: Game Animation: Game Animation: Game Animation: Game Animation: Game Animation: Game Staff: RISINO, Luca	CArts GpB Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Animation: Game Animation: Game A	Location Shicoting Technical Workshop, 14:00- 17:00 Groups: LOC_BA (Documentation) (Documentat	Supervised Stu	e, 14:00-17:00 BA (Hons) mation Arts 3_ CC_BA (Hons) mation Arts 3_ CC_BA (Hons) mation Arts 3_ CC_BA (Hons) me Arts 3_ om: EC_T1405	Entelechy Technical Workshop, 14: 00-17:00 Group: LCC_ BA (Hons) Animation	Reinterpretin g Compositions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro Om: EC. M308: Staff: MARTIN, Kelvin	Story Worlds Technical Workshop, Event too large - resc			
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08:00 09:00 09:00)))																			
10:00 10:00 11:00 11:00 12:00 12:00 13:00	Animation Arts Hold Room Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC, BA (Hons) Animation (Hons) Animation: (Computing) (FT Yr 3) (BA (Hons) Animation: Animation: Animation: Animation Arts (Full Animation: Animation Arts (FI Yr 3) (BA (Hons)	FMP E1 Workshop 1 Frankenstein Supprivad Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hond) Arimation (Hond) Arimation Arimation: Ara Arimation: Ara Arimation: Ara Arimation: Ara Foll Time); LCC, BA (Hond) Arimation: Ara Foll Mamation: Ara Foll Modul: Staft TAN, Su-Lynn	Artificial Imagination Technical V1300 https://todo- Event too large- resources not printed	Game Arts Supervised Studio or Workshop Time, 10:00-13: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT (Y 3) (BA (Hons) Animation: Game Arts (FT Y 3) (BA (Hons) Animation: Game Arts (FUT Imne)); Room: EC_M104	ONLINE NM INFORMED IPRACTICS JONUNE UTUTORIALS - SEE PERSONAL TUTORIALS - SEE Online Other Unit Groups: LCC_BA (Hong) Animaton 3 30CA, NMars, Gpt; LCC, Animaton Arts 3, NMars, Gpt; LCC, Staff: MARS, Nigel	5 obstructions Group A - Pt1 Supervised Studio or Workshop Time, 10:00- BA (Hons) Animation (FT Yr 3);Ro orm: EC T1401: Staff: SAUL,Daniel	ONLINE Digital Dicramas Workshop, 10:00- 13:00 Event too large - resources no printed	ONLINE Life Drawing Studio of Workshop Time, 1130-13300 Event too large - resources not printed	5 Obstructions Technical Workshop, 10 00-13:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro M301:Play Room: Staff: SAUL, Daniel	ONLINE TF Gp1 INFORMED PRACTICE 3 - ONLINE SEE PERSONAL TUTORIAL 5 SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation: Game Arts 3, TF_Gp1; Staff: FARTAN, Teodora	Antis Gps A&B Antis Gps A&B or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation: (with Creative Computing) (FT yr Animation: Arts (Full Time); LCC, BA Animation: Arts (Full Time); LCC, BA Animation: Arts (Full Time); LCC, BA Animation: Arts (Full Time); RComme EC. Market AAY, Steven	ONLINE CH Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIAS. TUTORIAS. SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC, BA (Hons) Animation 3 3DCA, CH, Gp1: LCC, BA (Hons) Animation: Visual Effects 3_CH. GP1: Staff: HOLDSWORTH, Claire	CNLINE CDeS Gp1 HF-ORTICS - CONLINE - TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation: Batil DE Groups: LCC, BA (Hons) Animation: BAI Hons) Animation: BAI Batil DE BELIACOURT, Chils	ONLINE DMG Gp 1 HPCRIE HPCRIE CONTRACT ONLINE TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC, BA (Hons) Animation: Animation: Game Ars. 3, DMG, Cp 1: Satr. MCGGWAN, David	ONLINE DMG Gp3 INFORMED PRACTICE 3 - ONLINE TUTORIRSONAL TUTORIAS SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Graup: LCC, BA (Hons) Animation 3 3DCA, DMG Gp3: Staff: MCGOWAN, David	ONLINE CDes Gp2 INFORMED PRACTICE 3 - ONLINE TUTORIAS- TUTORIAS- TUTORIAS- SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Graup: LCC, BA (Hons) Animation: Game Arts 3 CDSS, Gp2; Staff: DE SELINCOURT, Chris	INILINE CH Gp2 INIFORMED PRACTICE 3 - ONLINE TUT PRESS TUT PRESS TUT PRESS Studio or Workshop Time, 1000-1320 Groups: LCC, BA (Hone) Animation: Visual Effects 3, CH_GP2; Staff: HOLDSWORTH, Claire	INLINE GP Gp1 INFORMED PRACTICE 3- ONLINE TUTORALS- TUTORALS- TUTORALS- TUTORALS- SCHEDULE Online Supervise: Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation: Visual Effects 3- GP_GP1; Staff: PETREY,Grant		
14:00 14:00 15:00 15:00 16:00 16:00	3DCA Studio Accura or Workshop Time, 14:00-17:00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT W- Computing) (FT W- Animation: 3D Computer Animation: 3D Computer Animation: FI (BA (Hons) Animation: 3D Computer Animation: FI Animation: SD Computer Animation: FI Animation: SD Computer Animation: SD Computer Time); Room: Eccl Time); Room: Eccl Time); Room: Eccl	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (With Creative Or 37 (With Creative Or 37 (With Creative Or 37 (With Creative CL) BA (Hons) Animation: Visual Effects (FTY 3) (BA (Hons) Effects (FTY 3) (BA (Hons) Effects (FTY 3) (BA (Hons) Animation: Visual	Creative Practice Technical Workshop, 14 00-17:00 Group: LCC BA (Hons) Animation (FT Yr 3); Ro om: EC M301:Play Room; Staff: HANKIN,Jane	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3)	ONLINE NM (Gp2) INFORMED PRACTICE 3 - TUTTORIAL 5 - SEE PERSONAL TUTTORIAL 5 - SEE PERSONAL TUTTORIAL 5 - SEE Studio or Workshop Time, 14:00-1700 Groups: LCC, BA (Hons) Animation Groups: LCC, BA (Hons) Animation Animation: Gare Arts 3, MMars, Gp2; LCC, BA (Hons) Animation: Gare Arts 3, MMars, Gp2; LCC, Staff, MAIrs, Studie Animation: Gare	ONLINE Life Drawing Online Supportant Support Time, 14:00-16:00 Event too large - resources not printed	Vignette Abstr Technical Wor 17:00 Group: LCC B Animation (FT EC_W231:App HIRT,Ben	kshop, 14:00- A (Hons) Yr 3);Room:	Creative Storyboarding Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M301:Play Room; Staff: SAUL,Daniel	ONLINE	GArts GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT (with Creative Carputing) (FT) (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT RishNO, Staffr RGhNO, Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT V73) (BA (Hoas)e Arts (FT V73) (BA (Hons) Animation: Game Arts (FT V73) (BA (Hons) Animation: Game Arts (FT V73) (BA (Hons) Animation: Game Arts (FT V73)	PERSONAL T SCHEDULE Online Superv Workshop Tim Groups: LCC_ Animation: An DMG_Gp2; LC	RACTICE 3 - DRIALS - SEE UTORIAL ised Studio or ne, 14:00-17:00 BA (Hons) imation Arts 3_ CC_BA (Hons) imation Arts 3_ aff:	Points of Entelechy Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC M302A; Staff: RADEV,Mario	Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC	Story Worlds Technical Workshop, Event too large - reso			
17:00 18:00 18:00 19:00 20:00 20:00 21:00 21:00			Came Nahis (adm- Z Other Workshop, Event too large - res	18:00-21:00	9) 9)															
22:00)																			

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14:00 14:00 15:00 15:00 16:00 16:00	Access Supervised Studio Creditive Studies Control (Control (Contro) (Contr	bups: LCC_BA ons) Animation th Creative mputing) (FT 3) (BA (Hons) imation: Visual ects (Full Time) .CC_BA (Hons) imation: Visual	Creative Practice Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M301:Play Room; Staff: HANKIN,Jane	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3)	ONLINE NM (Gp2) INFORMED PRACTICE 3 - DTUTORIALS - SEE PERSONAL TUTORIALS - SEE SCHEDULENsized Studio or Workshop Studio or Workshop Studio or Workshop Studio or Workshop Studio or Workshop Studio Toxon Hong Animation Arts 3, Animation Arts 3, Animation Came Animation: Game Animation: Game Animation: Game Animation: Game Staff: MAIRS, Nigel	ONLINE Life Drawing Online Supervised PTIme, 1400-1600 Fuent too largo resources not printed	Vignette Abstra Technical Wor 17:00 Group: LCC_ B Animation (FT EC_W231:App HIRT,Ben	kshop, 14:00- A (Hons) Yr 3);Room:	ONLINE NP Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIALS -L TUTORIAL SCHEDULE Online Supervised Online Supervised Online Supervised Online Supervised Online Supervised Online Supervised Microsoft Animation: Animation Arts 3, NP Gp1: Staff: PLOWMAN, Nicola	GArts GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (8A (Hons) Animation: Game Arts (FU Triva): Animation: Game Arts (FT Yr 3) Animation: Game Arts (FU Triva): Room: EC_M302; Staff: RISINO, Luca	GArts GpB Supervised Studio or Workshol or Workshol Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (FU Triva); Animation: Game Arts (FU Triva); Room: EC_ M302A	ONLINE DMG Gp 2 INFORMED PRACTICE 3 - OTTORIALS -SEE PERSONAL TUTORIALS -SEE SHEEDLE-DRAINE SHEEDLE-DRAINE SHEEDLE-DRAINE SHEEDLE-DRAINE Hong Akinasion: Animation Arts 3. DMG-Gp2: Staff: MCGGWAN, David	Groups: LCC_ Animation: Vis Yr 3) (BA (Hor Visual Effects LCC_BA (Hon	e, 14:00-17:00 BA (Hons) ual Effects (FT is) Animation: (Full Time)); s) Animation: (FT Yr 3) DPS	Points of Entelechy Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M302A; Staff: RADEV,Mario	Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: FC	Story Worlds Technical Workshop, Event too large - resc			
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat

Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 24/10/2022)

		Monday 24/10/202				sday /2022			esday /2022			Thursda 7/10/202	<i></i>				day /2022		Sat 29/10/2022	Sunday 30/10/2022
08:00																				
09:00																				
12:00 13:00	13:00 Groups: LCC_ Creative Comp Animation: Ani BA (Hons) Ani (BA (Hons) An Time)); Room:	terim udio or Worksho BA (Hons) Anin outing) (FT Yr 3 imation Arts (Fu mation: Animati imation: Animat EC_T1402: Sta N, Stuart; SAUL	nation (with) (BA (Hons) III Time)); LCC_ ion Arts (FT Yr 3 tion Arts (Full ff: DOHERTY,	Antical Imagination Technical 13:00 Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 10:00-13: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	Informed Pract Supervised Stit Workshop Tim Groups: LCC_ Animation 3 di Gp1; LCC_BA Animation: Ani NMairs_Gp1; F T1403; Staff: M	Idio or e, 10:00-13:00 BA (Hons) DCA_NMairs_ (Hons) mation Arts 3_ .CC_BA (Hons) me Arts 3_ toom: EC_	ONLINE Digital Doramas Online Technical Workshop, 10:00- 13:00 Event too large - resources not primed	DNLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-180 Event too large - reset not printed	5 Obstructions Technical Workshop, 10 00-13:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M301:Play Room; Staff: SAUL, Daniel	Informed Practice 3 (Gp1) Supervised Studio or Workshop Time, 10:00- 13:00 Group: LCC_ BA (Hons) Animation: Game Arts 3_ TF_Gp1; Rodor TF_Gp1; Rodor Staff: FARTAN, Teodora	Informed Practice 3 (Gp1) Studio or Workchog Time, 10:00-13:00 Groups: CCW Short Courses; LCC_BA (Hons) Animation Arts 3, CDeS_GP1; LCC_BA (Hons) Animation Arts 3, CDeS_GP1; LCC_BA (Hons) Animation: Game Arts 3, CDeS_ Gp1; Room: EC SELINCOURT, Chris	Anets Gran AdS Animation Skills 2 Supervised Studio er Workshop Time, 1030-13300 Groups: LCC, BA (Hons) Arimation Computing) (FT Yr 3) (BA (Hons) Animation: Aris (Fell Hons) Animation: Animation: Aris (Fell Hons) Animation: Animation: Aris (Fell Animation Ats (Fell Animation Ats) (Fell Animation Ats) Animation: Animation Ats (Fell Animation Ats) Staff: MAY, Steven	Informed Practice CH (Cpt) Studio or Workshop Time, 10:00-13:00 Groups: LCC_ BA (Hons) Animation: StaCA_CH_Spt; LCC_BA (Hons) Animation: Visua Effects 3_CH_ GP1; Room: EC_ T805; Staff: HOLDSWORTH ,Claire	Informed Practice 3 (Gp3) Supervised Studio or Workshop Time, 10:00- 13:00 Group: LCC_ BA (Hons) Animation 3 3DCA_DMG_ Gp3; Room: EC_T1105; S taff: MCGOWAN, David	Informed Practice 3 (Gp2) Supervised Studio or Workshop Time, 10:00-13: 00 Group: LCC_ BA (Hons) Animation: Game Arts 3_C Com: EC_T1107; Staff: DE SELINCOURT, Chris	Informed Practice 3 CH (Gp2) Studio or Workshop Time, 10:00-13:00 Groups: LCC_ BA (Hons) Animation 3 3DCA_CH_GP2; LCC_BA (Hons) Animation: Visua Effects 3_CH GP2; Room:EC_ T1404; Staff: HOLDSWORTH ,Claire	Informed Practice 3 GP (Spiparised Studio or Workshop Time, 10:00-13:00 Groups: LCC BA (Hons) Animation: Game Animation: Visua Effects 3, GP_GP1; LCC_BA (Hons) GP1; Room: EC_T1407; Staff: PETREY,Grant		
13:00 14:00 14:00 15:00 16:00	3DCA Studio Access Supervised Studio or Workshop Time, 14:00-17:00 Groups LCC, BA (Hom) Animation Computing) (FT Yr 3) (BA (Hom) Animation: 3D Computer until Animation: 2D Computer until Animation: 2D	AA FMP E1 Interim Supervised Studio rev Workshop Time, 14:00-17:00 Groups: LCC, BA (Hors) Arimation Centre Centre (Hors) Arimation Arimation Arts Full Animation Arts Full Animation Arts (Hors) Animation C. BA	All Pathways: What My Ear See's Technical Workhop, 14:00- 17:00 Event too large - nesources not primed	Creative Practice Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M301:Play	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)	Informed Practice 3 (Gp2) Stupervised Workshop Time, 14:00-17:00 Groups: LCC_ BA (Hons) Animation Arts 3; Mairs, Gp2; LCC_ BA (Hons) Animation: Game		ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14.00-16.00 Event too large - ness not printed	Vignette Abstractions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ W231:Apple	Informed Practice 3 NP (Gp1) Supervised Studio or Workshop Time, 14:00-17: 00 Group: LCC_ BA (Hons) Animation: Artis	VFX 3DCA Virtual Production Supervised Studio or Workshop Time, 1430-1720 Event too large - nesources not printed	GArts GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) LCC, BA (Hons)	GArts GpB Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hora) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time);	Informed Practice 3 (Gps 15.2) Supervised Studio or Workshop Time, 140-917.00 (Hong) Admitato 3 DMG, Opt: LCC, BA (Hong) Animation: Animation: Arts 3, DBA (Hong) DA (Points of Entelechy Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M302A; Staff:	Reinterpretin g Compositions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_	3DCA FMP Z Other: Workshop, 14: 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3) (BA (Hons) Animation: 3D	Story Worlds Technical Workshop, 14:00- 17:00 Event too large - resources not printed		
16:00 16:00 17:00	3D Computer Animation (FT Y 3) (B4 (Hons) Animation: 3D Computer Animation (Full Time)); Room: EC_ M308; Staff: ROE, Sam	Animation: Arts (Full Animation Arts (Full Time)): Room: EC To11:Lecture Theatre B (LTB): St aff: DOHERTY, Darren		Room, Staff: HANKIN,Jane	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	Anninatori, Sante Arts 3, Mairs_ Gp2; Room: EC_ T1106; Staff: MAIRS, Nigel	Creative Tech Lab Induction		Macs; Staff: HIRT,Ben	SIMP_GP1; Ro om: EC_T1407; Staff: PLOWMAN, Nicola		Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): Room: EC_M302; Staff: RISINO, Luca	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	Animation Arts 3_ DMG_G02_LCC_ BA (Hons) Animation: Game Arts 3_DMG_G01; Room: EC_T1405; Staff: MCGOWAN; David	RADEV, Mario	M308; Staff: MARTIN, Kelvin	Computer Animation (Full Time)); Room: EC_M311; Staf f: ROE,Sam			
18:00 18:00 19:00				BA (Hons) Animation Yr 3) (BA (Hons) Anim Computing) (FT Yr 3) BA (Hons) Animation Animation Arts (Full T	8:00-21:00 ons) Animation (FT Yr 1) (FT Yr 3); LCC_BA (Ho nation (Full Time)); LCC (BA (Hons) Animation: (with Creative Computi ima)): LCC_BA (Hons)	; LCC_BA (Hons) Anim ns) Animation (with Crea _BA (Hons) Animation (3D Computer Animation ng) (FT Yr 3) (BA (Hons) Animation (with Creative	tive Computing) (FT with Creative (Full Time)); LCC_ Animation:													
19:00 20:00 20:00				Computer Animation I (BA (Hons) Animation Arts (FT Yr 3) (BA (Ho Visual Effects (FT Yr Games Art (FT Yr 1); Design (FT Yr 2); LCI Reality (FT Yr 1); LCC (FT Yr 3); LCC, MA 3 (FT Yr 1) (2021/22); LC Rooms: CC M104: EC	(Full Time)); LCC_BA (F 1: Animation Arts (Full T ons) Animation: Game A 3) (BA (Hons) Animation ; LCC_BA (Hons) Games D C_BA (Hons) Virtual Re D Computer Animation	hei); LCC_BA (Hons) Ar imration: Visual Effects (fors) Animation: Animat fors); LCC_BA (Hons) A fors) Animation: Animat may); LCC_BA (Hons) A tris (Full Time); LCC_BA sign (FT Yr); LCC_MA 3D ality (FT Yr); LCC_MA 3D (FT Yr1); LCC_MA 3D LCC_MA Virtual Reality LCC_MA Virtual Reality Amade: ECA MASK ECC Amade: LCC_MA SK ECC Amade: LCC_MA	Ion Arts (F1 Yr 3) Inimation: Game A (Hons) Animation: ne)); LCC_BA (Hons) C_BA (Hons) Games A (Hons) Virtual (Hons) Virtual Reality (Hons) Virtual Reality													
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10:00 10:00 11:00 11:00 12:00 12:00 13:00	Tutorials Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr	As Gold Presonal Transchalt Other Unit Turotation (Hondy Animation (Hondy Animation (Hondy Animation (Hondy Animation (Hondy Animation Animation: A (Hondy Animation: A (Hondy Animation: A (Hondy Animation A (Hondy) (Hondy Animation A (Hondy) (Hon	Game Arts Supervised Studio of Workdords To On Workdords To Groups: LCC. BA (Hons) Animation (with Creative Computing) (FT (With Creative Computing) (FT (Y 3) (BA (Hons) Animation: Game Arts (FU IT Time)); Room: EC_M104	Gp1; LCC_BA Animation: An	- ONLINE SEE 'UTORIAL Jnit Tutorials, BA (Hons) DCA_NMairs_ (Hons) imation Arts 3_ LCC_BA (Hons; ime Arts 3_	5 obstructions Group A - Pt1 Supervised Studio or Workshop Time, 10:00- 13:00 Group: LCC_ BA (Hons) Animation (FT Yr 3);Ro orm: EC T1405: Staff: SAUL, Daniel	Dykulyte Digital Online Technical Workshop, 1000- 1300 Event too large - resources not primed	ONLINE Life Drawing Studio or Workshoo Studio or Workshoo Studio or Workshoo Event too large - resources not printed	5 Obstructions Technical Workshop, 10 00-13:00 Group: LCC_ BA (Hons) Animation (FT Yr 3);Ro m: EC_ M301:Play Room: Staff: SAUL, Daniel	ONLINE TF Gp1 INFORMED PRACTICE 3 - PRACTICE 3 - TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Studio or Workshop Time, 16:00-13:00 Group: LCC_BA Animation: Game Aris 3, TF Gp1; Staff: FARTAN, Teodora	Advas Gran A&D Toron Boom 2 Bugersvield Studio or Workshop Time, 1030-13300 Groupe LCC, BA (Hons) Anamiese Computing) (FT Yr 3) (BA (Hons) Anamaton, Ats (Full Time)); LCC, BA (Hons) Animation: Animation: Ats (Full Time)); LCC, BA Animation: Ats (Full Time); LCC, BA Animation: Ats (Full Animation: Ats (Hons) Animation: Ats (Hons) Ats (Hons) Ats (Hons) Ats (Hons) Ats (Hons)	ONLINE CH GP1 INFORMED ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Superised SCHEDULE SCHEDULE SCHEDULE SCHEDULE SCHEDULE SCHEDULE Online Superised TUTORIAL SCHEDULE SCHEDULE SCHEDULE Online Superised Monsh Animation 3 SDCA, CH, GP1 LCC, BA (Hons) Animation: Visual Effects 3, CH, GP1; Staff: HOLDSWORTH, Claire	Chaille Cous opt PRACTICE 3 - ONLINE TUTORIAL SCHEDULE Online Supervised Prime Supervised P	ONLINE DAIG Op 1 PRACTICE 3 - ONLINE TUTORIAL SCHEDULE Online Supervised Prime Jobervised Prime Jobervised P	ONLINE DMG GP3 INFORMED GP3 INFORMED SCHEDUE 3 - ONLINE 3 - ONLINE 3 - SCHEDUE Online Superised SchEDUE Online Superised Studio or Studio or Group: LCC, BA (Hong Animation 3 3DCA, DMG Gp3; Staff: MCGOWAN, David	ONLINE CDes GP2 INFORMED GP2 INFORMED SEE PERSONAL TUTORIAL SCHEDULE Online Superved Sudo or SCHEDULE Online Superved TUTORIAL SCHEDULE Online Superved TUTORIAL SCHEDULE Online Superved TUTORIAL SCHEDULE Online Superved TUTORIAL SCHEDULE Online Superved TUTORIAL SCHEDULE Online Superved TUTORIAL SCHEDULE Online Superved SELINCOURT, Chris	DNLINE CH GP2 INFORMED STORES ONLINE 3. ONLINE SCHEDULE SUBJOR TIME SUBJOR TIM	DNLINE GP Gp1 INFORMED 3 ONLINE 3 ONLINE 3 SCHEDULE Online Supervise Studio or mme, Y000-13:00 Groups LCC_ BA Groups LCC_ BA Groups LCC_ BA Groups LCC_ BA Groups LCC_ BA GP_GP1; Staff PETREY,Grant		
14:00 14:00 15:00 15:00 16:00 16:00	1DCA Studio Access Supervised Studio or Workshop Time, H309-1700 Groups: Lonastion Computing) (FT VI Manager Lonastion Computing) (FT VI Manager Lonastion Computing) (FT VI Animation: FU Animation: Full Animation: State Animation: Full Animation: State Animation: Full Animation: State Animation: Full Animation: State Animation: Full Animation: State Animation: State Ani	Al Pathways. What My Ear See's Technical Workshop, 14:00- 17:00 Event too large - resources not positied	Creative Practice Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EL_ M301:Play Room: Staff: HANKIN, Jane	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3)	ONLINE NM (Gp2) INFORMED PRACTICE 3 - ONLINE PRACTICE 3 - ONLINE DEPERSONAL SCHEDUL SCHEDUL SCHEDUL Gruips LCC, BA Minars, Gp2: LCC, Animation Animation Arts 3, Minars, Gp2: LSC, Animation Arts 3, Minars, Gp2; Stuff: MAIRS, Nigel	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 1400-Bayer Front too large - massurese not prated	Vignette Abstra Technical Worf 17:00 Group: LCC B Animation (FT EC_W231:App HIRT,Ben	kshop, 14:00- A (Hons) Yr 3);Room:	ONLINE NP Go1 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL SCHEDULE Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Animation: All Properties and All Properties and All Properties and All Properties and All Properties and All Properties and All Properties and Properties and All Properties and Properties and All Properties and All Properties and All Properties and Properties and All Properties and All Propertie	VEX.3DCA Virtual Production Supervised Studio or Workshop Time, 1430-1700 Event too Jarge - ressures not printed	GArts GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Anis (Horns) Animation: Game Ants (Full Time)): Room: EC, M302; Staff: RISINO, Luca	CArts CpB Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); CC_ BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	PERSONAL T SCHEDULE Online Superv Workshop Tim Groups: LCC_ Animation: An DMG_Gp2; LC	RACTICE 3 - DRIALS - SEE UTORIAL ised Studio or ie, 14:00-17:00 BA (Hons) imation Arts 3_ CC_BA (Hons) imation Arts 3_ aff:	Points of Entelechy Technical Workshop, 14: 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M302A; Staff: RADEV,Mario	Reinterpretin g Compositions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3);Ro om: EC_ M308; Staff: MARTIN, Kelvin	Story Worlds Technical Workshop, Event too large - reso			
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	Monday 07/11/2022	Tuesda 08/11/202			Wedn 09/11	esday /2022				Thur 10/11					Fri 11/11	day /2022		Sat 12/11/2022	Sunday 13/11/2022
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10:00 10:00 11:00 11:00 12:00 12:00 13:00	AA GpA Fit to Summi Butmit 1000-1300 Groups: LCC, BA (Hons) Artinetis, (Hons) Artimeter (Hons) Artimeter (Hons) Artimeter (Hons) Artimation (with Creative Computing) (FT Yr 3) (BA (Hons) Artimation Arts (Full Time)); LCC, BA (Hons) Artimation, Arts (Full Time)); Room: EC_ M302; Staft (TAS), Staft; TAN, Sta-Lynn	Time, 10:00-13: 00-kLine: 00 Grups: LCC_BA 11/100 TUTOR 00 Grups: LCC_BA 11/100 SCHED 11/100 Grups: LCC_BA 11/100 LCC_BA 11/100 LCC BA 11/100 <t< td=""><td>MED TICE 3- E Supe Supe NNAL See NNAL Supe NNAL Stud Other Unit (s, 10:00-13: Time L LCC_BA Animation 3 (Hons) Animation 3 (Hons) BA (Animation 3) Som Arts 3 Omm: T144(</td><td>vervised dio or rkshop re, 10:00-</td><td>NLINE Digital Joranas Dnline Technical Vorkshop, 10:00- 3:00 vorkshop, 10:00- a:00 vorkshop digital vorkshop digital vorkshop</td><td>CINLINE: Academic treading and writing. 2 Other Inductions. 1 1000-1200 Event to large- ment to a large- printed</td><td>ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-12:00 Event too large - resources not printed</td><td>ONLINE TF Gp1 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIAL S- SCHEDULE Online Supervised Studio or im Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) dionamor: Game Arisa 37: Gp1; Jadr FaRTAN, Teodora</td><td>DNLINE AArts Gps A88 Animation Stalls 3 Online Supervised Studio of Workshop Ume, 1020-1330 Ghoot Atom, BA Ghoot Atom, BA Computing) (FT Vi- With Creative Computing) (FT Vi- Si (BA (Hons) Animation Arts (FT Vi-3) (BA (Hons) Animation Arts (FT Vi-3) (BA (Hons) Animation Arts (FT Time)): Co. Sh (Hons) Animation: Animation Arts (FI Time)): Staff: MAY, Steven</td><td>ONLINE CH Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Superised Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation 3 3DCA, CH, Gp1 LCC, BA (Hons) Animation: Visual Effects 3. CH Groups: Superior Charles Charles Animation: Visual Effects 3. CH CH SWORTH, Claire</td><td>ONLINE CDeS Gp1 NFORMED PRACTICE 3- ONLINE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE</td><td>ONLINE DMG INFORMED PI ONLINE TUTC PERSONAL TI SCHEDULE Online Supervi Workshop Tim Groups: LCC_ Animation: Ga DMG_GP1; Ste MCGOWAN,D</td><td>RACTICE 3 - RIALS - SEE UTORIAL ised Studio or e, 10:00-13:00 BA (Hons) mation Arts 3_ icC_BA (Hons) me Arts 3_ aff:</td><td>ONLINE DMG Gr3 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Supervised Studio or Workshop Time, 1000-13:00 Group: LCC_BA (Hons) Animation 3 3DCA_DMG_ Gr3 Staff: MCGGWAN, David</td><td>ONLINE CDes Gp2 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Superised Studio or Workshop Time, 1020-1320 Group: LCC_BA (Hons) Animation: Game Arts 3. CDeS Gp2; Staff: DE SELINCOURT, Chris</td><td>ONLINE CH GR2 INFORMED PRACTICE 3 - ONLINE SEE PERSONAL TUTORIALS - SCHEDULE Online Superised Studio or Workshop Time, Workshop Time, Hoto9-13:00 Groups: LCC_BA (Hons) Animation 3 3DCA_CH, GP2: LCC_BA (Hons) Animation 3 3DCA_CH, GP2: CCC_BA (Hons) Animation CH_0P2: Staff, CH_0P2: Staff, CH_</td><td>ONLINE GP Go1 INFORMED PRACTICE 3- ONLINE SEE PERSONAL TUTORIAL S SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation: Game Arts 3, GP Gp1; LCC_BA (Hons) Animation: GP1: GP1; Staff PETREY, Grant</td><td></td><td></td></t<>	MED TICE 3- E Supe Supe NNAL See NNAL Supe NNAL Stud Other Unit (s, 10:00-13: Time L LCC_BA Animation 3 (Hons) Animation 3 (Hons) BA (Animation 3) Som Arts 3 Omm: T144(vervised dio or rkshop re, 10:00-	NLINE Digital Joranas Dnline Technical Vorkshop, 10:00- 3:00 vorkshop, 10:00- a:00 vorkshop digital vorkshop	CINLINE: Academic treading and writing. 2 Other Inductions. 1 1000-1200 Event to large- ment to a large- printed	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-12:00 Event too large - resources not printed	ONLINE TF Gp1 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIAL S- SCHEDULE Online Supervised Studio or im Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) dionamor: Game Arisa 37: Gp1; Jadr FaRTAN, Teodora	DNLINE AArts Gps A88 Animation Stalls 3 Online Supervised Studio of Workshop Ume, 1020-1330 Ghoot Atom, BA Ghoot Atom, BA Computing) (FT Vi- With Creative Computing) (FT Vi- Si (BA (Hons) Animation Arts (FT Vi-3) (BA (Hons) Animation Arts (FT Vi-3) (BA (Hons) Animation Arts (FT Time)): Co. Sh (Hons) Animation: Animation Arts (FI Time)): Staff: MAY, Steven	ONLINE CH Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Superised Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation 3 3DCA, CH, Gp1 LCC, BA (Hons) Animation: Visual Effects 3. CH Groups: Superior Charles Charles Animation: Visual Effects 3. CH CH SWORTH, Claire	ONLINE CDeS Gp1 NFORMED PRACTICE 3- ONLINE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE ONLINE SCHEDULE	ONLINE DMG INFORMED PI ONLINE TUTC PERSONAL TI SCHEDULE Online Supervi Workshop Tim Groups: LCC_ Animation: Ga DMG_GP1; Ste MCGOWAN,D	RACTICE 3 - RIALS - SEE UTORIAL ised Studio or e, 10:00-13:00 BA (Hons) mation Arts 3_ icC_BA (Hons) me Arts 3_ aff:	ONLINE DMG Gr3 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Supervised Studio or Workshop Time, 1000-13:00 Group: LCC_BA (Hons) Animation 3 3DCA_DMG_ Gr3 Staff: MCGGWAN, David	ONLINE CDes Gp2 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE Online Superised Studio or Workshop Time, 1020-1320 Group: LCC_BA (Hons) Animation: Game Arts 3. CDeS Gp2; Staff: DE SELINCOURT, Chris	ONLINE CH GR2 INFORMED PRACTICE 3 - ONLINE SEE PERSONAL TUTORIALS - SCHEDULE Online Superised Studio or Workshop Time, Workshop Time, Hoto9-13:00 Groups: LCC_BA (Hons) Animation 3 3DCA_CH, GP2: LCC_BA (Hons) Animation 3 3DCA_CH, GP2: CCC_BA (Hons) Animation CH_0P2: Staff, CH_0P2: Staff, CH_	ONLINE GP Go1 INFORMED PRACTICE 3- ONLINE SEE PERSONAL TUTORIAL S SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation: Game Arts 3, GP Gp1; LCC_BA (Hons) Animation: GP1: GP1; Staff PETREY, Grant		
14:00 14:00 15:00 15:00 16:00 16:00 17:00	DCcA Studio All Pathways: What Access and Studio Access and Access and	Supervised Studie or Workshop 00 (Hons) Antonio 00 (Hons) Antonio (Hons) Animation: Game (Hons) Animation: Game (Hons) Animation: Game Animation: Game Animation: Game Anis (ET V13) Anis (FT V13) Ani	MED Drawin TiCE 3 - E Studio VIALS - SEE Trime, 1 NAL Event resoun DULE Supervised or Workshop 4:00-17:00 c LCC_BA Animation: ion Arts 3_ 	e Supervised o or Workshop I 14:00-16:00 It too large - irces not id ((/ignette Abstractions Fechnical Workshop, 14: 00-17:00 Group: LCC_ 3A (Hons) Animation FT Yr 3); Ro m: EC_ W231:Apple Macs; Staff: IIRT,Ben	Life Drawing Z Other: Works 00 Groups: LCC. B Animation (FT (Hons) Animati LCC_BA (Hons Staff: HILTON,	A (Hons) Yr 1) LCC_BA on (FT Yr 2)) Animation n: EC T1101;	ONLINE NP OP1 INFORMED PRACTICE 3- ONLINE TUTORIALS - SEE PERSONAL TUTORIALS - SCHEDULE SOLIDIE SUIDIO SCHEDULE SUIDIO Group: LCC_BA (Hons) Animation: Animation Atts 3_ NP_Op1: Staff: PH_OMMAN, Nicola	VFX 3DCA Virtual Production Supervised Studio v Virkshop Time, 14:00-17:00 Event too large - resources not primed	SDCA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC, BA (Hons) Animation (Hons) Animation: 3D Computer Animation: 3D Computer Animation: 3D Computer Animation: GPT Yr 3) Animation: GPT	CARE Coll or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT (Yr3) (BA (Hons) Animation: Game Arts (Full Time)): LCC, BA (Hons) Animation: Casme Arts (Full Time)): Room: EC_ M302A	VFX Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT (Yr3) (BA (Hons) Animation: Visual Effects (Ful Time)); LCC, BA (Hons) Animation: Visual Effects (Ful Time)); LCC, BA (Hons) (Contensor, Visual Effects (Ful Time)); Room: EC (M310, Staff: VINE Billie	ONLINE DMG Gp 2 NH-ORMED PRACTICE 3- ONLINE TETEOONAL 9-SEE TETEOONAL SCHEDULE Online Supervised Studio or Workshop Online Supervised Studio or Workshop Grappe LCC_BA (Hong) Arimation: Animation Arts 3. DMG Gp2: Staff: MCGOWAN,David	Points of Entelechy Technical Workshop, 14. 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr.3);Ro M302A; Staff: RADEV,Mario	Reinterpretin g Compositions Technical Workshop, 14 00-17:00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Ro om: EC_ M308; Staff: MARTIN, Kelvin	Stery Works Technical Workshop, 14.00- 17:00 Event too large - resources not primted	CARD GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC, BA (Hons) Animation Computing) (FT (with Creative Computing) (FT (Y 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (Full Time); Room: EC. (M309; Staff: RISINO, Luca		
18:00 18:00 19:00 19:00 20:00 20:00 21:00 21:00		Game Nights (anta-curricular o activity) 2 Other: Workshop, 1830-21-01 Event too large - resources not,	10																
22:00																			

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08:00 09:00 09:00																							
10:00	Z Other: Pre Groups: LCC (with Creativ	P E1 Final Presentation, 10 C_BA (Hons) re Computing	2:00-13:00 Animation J) (FT Yr 3)	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_	Supervised Workshop T 13:00	ime, 10:00-	ONLINE Digital Dioramas Online Technical Workshop, 10:00- 13:00 Event too large -				Informed Practice 3 (Gp1) Supervised Studio or	AArts GpA Personal Tutorials Other Unit Tutorials, 10:00- 13:00	AArts GpB Personal Tutorials Other Unit Tutorials, 10:00- 13:00	Informed Practice 3 CH (Gp1) Supervised Studio or Workshop	Informed Practice 3 (Gp1) Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC	Summative Assessment FMP E1 3PM 10:00-15:00 Event too large - resources not		Informed Practice 3 (Gp2) Supervised Studio or	Informed Practice 3 (Gp3) Supervised Studio or Workshop Time, 10:00-13:00	Informed Practice 3 CH (Gp1) Supervised Studio or Workshop	Informed Practice 3 (Gp1) Supervised Studio or Workshop		
11:00 11:00 12:00 12:00	(Full Time)); Animation A Animation: A	; LCC_BA (He rts (FT Yr 3) Animation Art M302A; Staff:	s (Full Time))	BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA A(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	Animation 3 NMairs_Gp ² (Hons) Anim Animation A Gp1; LCC_E Animation: (1; LCC_BA nation: Arts 3_NMairs BA (Hons) Game Arts 3_ 1:Room: EC	resources not printed	00	ng Studio or Workshop sources not printed	Time, 11:00-13:	Workshop Time, 10:00- 13:00 Group: LCC BA (Hons) Animation: Game Arts 3_TF_Gp1; Room: EC_ M304; Staff	Event too large - resources not printed	Event too large - resources not printed	Time, 10:00-13: 00 Groups: LCC_ BA (Hons) Animation 3 3DCA_CH_ Gp1; LCC_BA (Hons) Animation: Visual Effects 3_CH_GP1; R com: EC_T805: Staff:	Groups: LUC_ BA (Hons) Animation: Animation Arts 3. CDeS_Gp1; LCC_ BA (Hons) Animation: Game Arts 3_ CDeS_Gp1; Roo m: EC_T1407; St aff: DE SELINCOURT, Chris	printed		Workshop Time, 10:00- 13:00 Group: LCC_ BA (Hons) Animation: Game Arts 3, CDeS_Gp2; Room: EC_ T1401; Staff: DE	Event too large - resources not printed	Time, 10:00-13: 00 Groups: LCC_ BA (Hons) Animation 3 3DCA_CH_ GP2; LCC_BA (Hons) Animation: Visual Effects 3_CH_GP2; R oom: EC_ T1404; Staff:	Time, 10:00-13: 00 Groups: LCC_ BA (Hons) Animation: Game Arts 3_ GP_GP1; LCC_ BA (Hons) Animation: Visual Effects 3_GP_GP1; R oom: EC_ T1407; Staff:		
13:00 13:00 14:00 14:00	3DCA Studio	AA GoB FMP	All Pathways:	Creative	Game Arts	Informed	Life Drawing	ONLINE Life	Vignette	MIDA Guest	: FARTAN, Teodora	Jadica .	GArts GpA	GArts GoB	VEX		Informed	SELINCOUR T,Chris	ONLINE FMP	HOLDSWORT HOLDSWORT H,Claire	PETREY,Grant		
15:00 15:00 16:00	Access Sugervised Studio or Workshop Time, 14,00-17:00 Event too large - resources not printed	AA GpB FMP E1Final Presentations 2 Other: Presentation, 14: 00-17:00 Event too large - resources not printed	What My Ear See's Technical Workshop, 14300- 1700 Event too large - resources not printed	Teative Practice Technical Workshop, 14:00-17:00 Group: LCC_BA (Hons) Animation (FT Yr 3); Room: EC_ M301:Play Room; Staf f: HANKIN, Jane	Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_ B& (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); Room: Camto Arts (Full Time)); Room: Camto Arts (Full Time)); Room:	Practice 3 (Gp2) Supervised Studio or Workshop Time, 14:00-17 00 Groups: LCC_ BA (Hons) Animation Arts 3, NMairs_Gp2 LCC_BA (Hons) Animation: Game Arts 3_ NMairs_Gp2; Room: EC_	Lite Drawing 2 Other: Workshop, 14:00- 16:00 Event too large - resources not printed	Drawing Online Supervised Studio or Workshop Time, 14:00-16:00 Event too large - resources not printed	Abstraction s Technical Workshop, 14:00-17:00 Group: LCC BA (Hons) Animation (FT Yr 3); R oom: EC_ W231: Apple Macs: Staff: HIRT, Ben	Speaker 2 Other, Visiting Practitioner Talk, 14:00-17:00 Event too large - resources not printed	Practice 3 NP (Gp1) Supervised Studio or Workshop Time, 14:00- 17:00 Group: LCC_ BA (Hons) Animation: Animation Animation Arts 3, NP_ Gp1; Room: EC_T1407; Staff: PLOWMAN,	Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (FII Time)); LCC_BA (Hons) Animation: Game Arts (FII Time); Room: C. M302; Staff:	Sugarvised Studio or Workshop Time, 14:00-17:00 Groups: LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_IBA (Hons) Animation: Game Arts (Full Time); Room:	Supervised Studio or Workshop Time, 1430-1730 Groups: LCC. BA (Hons) Animation (with Creative Computing) (FT Visual Effects (Ful Time)); Visual Effects (Ful Time); (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Ful Time); (BA		Practice 3 (Gps 182) Supervised Studio or Workshop Time, 14:0017:00 <i>Event too large -</i> <i>resources not</i> <i>printed</i>	ONLINE: FMP Support Briefing Session Online Project Briefing, 14:00- 17:00 Event too large - resources not printed	Support Online Supervised Studio or ime, 14:00:17:00 Event too large - resources not printed	Supervised Workshop T 00 Groups: LC(Animation (v Computing) (Hons) Anim Arts (Full Tii BA (Hons) A Game Arts ((Hons) Anim Arts (Full Tii EC_M308; E	Studio or ime, 14:00-17 C_BA (Hons) with Creative (FT Yr 3) (BA hation: Game me)); LCC_ unimation: FT Yr 3) (BA hation: Game me));Rooms: EC_W108; St ERQY		
17:00 17:00 18:00						T1106; Staff: MAIRS,Nigel					Nicola		RISINO,Luca		m: EC. M310; St aff: VINE,Billie					BRAND, Jos Luca	hua; RISINO,		
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08:00 09:00 09:00																			
10:00	AA (GpA & Gpl Briefing	B) FMP E2	Game Arts Supervised Studic	ONLINE NM INFORMED PRACTICE 3 -	Story construction		ONLINE TF Gp1 INFORMED	VFX and 3DCA E1 presentations 2 Other: Presentation.	AArts Gps A&B Toon Boom 3 Supervised Studio or	ONLINE CH Gp1 INFORMED	ONLINE CDeS Gp1 INFORMED PRACTICE 3 -	ONLINE DMG GP 1 INFORMED	ONLINE DMG Gp3 INFORMED	A&B Working with Sound 1	ONLINE CDes Gp2 INFORMED	ONLINE CH Gp2 INFORMED	ONLINE GP Gp1		
11:00 11:00	Project Briefing Groups: LCC_E Animation (with Computing) (FT (Hons) Animati Arts (Full Time) (Hons) Animati	BA (Hons) n Creative T Yr 3) (BA on: Animation)); LCC_BA	or Workshop Time, 10:00-13: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)	ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Other Unit Tutorials, 10:00-13: 00 Groups: LCC_BA	FMP tutorials with Klaus Fried (please sign up) Other Unit Tutorials, 10: 00-17:00		PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,	Event too large - resources not printed	Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons)	PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,	ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time, 10:00-13:00 Grouns: I.CC. BA	PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,	PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,	Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation:	PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,	PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,	PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised Studio or Workshop Time,		
12:00	Arts (FT Yr 3) (Animation: Anir Time)); Room:	(BA (Hons) mation Arts (Full EC_TG02: e C (LTC); Staff :	Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	(Hons) Animation 3 3DCA_NMairs_Gp1; LCC_B4 (Hons) Animation: Animation Arts 3_NMairs_Gp1; LCC_B4 (Hons) Animation: Game Arts 3_NMairs_Gp1; Staff: MAIRS,Nigel	Groups: LCC_ BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)		Group: LCC_BA (Hons) Animation: Game Arts 3_TF_ Gp1; Staff: FARTAN, Teodora		Animation: Animation Animation: Animation (Hons) Animation: Animation Arts (Full Time)); Rooms: EC. M302; ECM302A; St aff: TAN,Su-Lynn	10:00-13:00 Groups: LCC_BA (Hons) Animation 3 3DCA_CH_Gp1; LCC_BA (Hons) Animation: Visual Effects 3_CH_ GP1; Staff: HOLDSWORTH,	(Hons) Animation: Animation Arts 2 CDeS_Gp1; LCC_BA (Hons) Animation: Game Arts 3, CDeS_ Gp1; Staff: DE SELINCOURT, Chris	10:00-13:00 Groups: LCC_BA (Hons) Animation: Animation Arts 3_ DMG_Gp1; LCC_ BA (Hons) Animation: Game Arts 3_DMG_Gp1; Staff: MCGOWAN,	10:00-13:00 Group: LCC_BA (Hons) Animation 3 3DCA_DMG_ Gp3; Staff: MCGOWAN, David	Animation. Arts (FT Yr 3) (BA (Hons) Animation Arts (Full Time)); Sta ff: MARLOWE, Jessica	10:00-13:00 Group: LCC_BA (Hons) Animation: Game Arts 3_ CDeS_Gp2; Staff: DE SELINCOURT, Chris	10:00-13:00 Groups: LCC_BA (Hons) Animation 3 3DCA_CH_GP2; LCC_BA (Hons) Animation: Visual Effects 3_CH_ GP2; Staff: HOLDSWORTH,	10:00-13:00 Groups: LCC_BA (Hons) Animation: Game Arts 3_GP Gp1; LCC_BA (Hons) Animation: Visual Effects 3_ GP_GP1; Staff:		
13:00 13:00 14:00					Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation:					Claire		David			<u> </u>	Claire	PETREY,Grant		
14:00 15:00	BDCA Studio Access Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Competing) (ET Xr	Game Arts Supervised Studic or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative	ONLINE NM (Gp2) INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised	Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); R oom: EC_ M301:Play	Life Drawing Z Other: Workshop 14:00-16:00 Groups: LCC_BA (Hons) Animation (FT Yr 1); LCC_BA (Hons) Animation (FT Yr 2); LCC_BA	ONLINE NP Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE ONING SUBDRIGHT	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 2) (BA (Honc)	Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative	ONLINE DMG GP 2 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervised	00 Groups: LCC_E Animation (FT	ntation, 14:00-18	ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 Event too large - resources not printed		
16:00 16:00	Computer Animation (Full Time); LCC	Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game	Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation: Animation Arts 3_ NMairs_Gp2; LCC_ BA (Hons) Animation: Game	Room; Staff: FRIED,Klaus	(HONS) Animation (FT Yr 3); Room: EC_T1101; Staff: HILTON,Stuart	Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Animation: Animation Arts 3_ NP_Gp1;Staff: PLOWMAN,	3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302; Staff:	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game	Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation: Animation Arts 3_ DMG_Gp2; LCC_ BA (Hons) Animation:	Computing) (F1 (Hons) Animatii LCC_BA (Hons (with Creative (Yr 3) (BA (Hons Computer Anim); LCC_BA (Ho	TYr 3) (BA on (Full Time));) Animation Computing) (FT s) Animation: 3D nation (Full Time							
17:00 17:00		Room: EC_M304	Arts (Full Time)); Room: EC_M104	Arts 3_NMairs_ Gp2; Staff: MAIRS, Nigel			Nicola	RISINO,Luca	Arts (Full Time)); Room: EC_ M302A	Animation Arts 3_ DMG_Gp2; Staff: MCGOWAN,David	Yr 3) (BA (Hon: Visual Effects (s) Animation: Full Time))Roo Lecture Theatre							
18:00 18:00			Game Nights (extra-ct Z Other: Workshop, 18 Event too large - resou																
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10:00 11:00 11:00 12:00 12:00	Supervised Stud Time, 10:00-13:(Groups: LCC_B/ Animation (with Computing) (FT Animation: Anim Time)); LCC_BA Animation: Anim 3) (BA (Hons) Al	lio or Workshop 00 A (Hons) Creative Yr 3) (BA (Hons) lation Arts (Full (Hons) lation Arts (FT Yr nimation:	Game Arts Stupervised Studio or Workshop Time, 10:00-13:00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (FU 17) (BA (Hons) Animation: CC_BA (Hons) Animation: Game Arts (FU 7) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104	DNLINE MM INFORMED PRACTICES ON CONTRACT SCHEDURE Online Other UN-300 CHEDURE SCHEDURE Online Other UN-300 CHEDURE SCHEDURE Online Other UN-300 CHEDURE SCHE		ONLINE TE GPI NFORMED PRACTICE 3 - ONLINE ONLINE PERSONAL TUTORIALS - SEEP PERSONAL TUTORIALS - SEEP DONINE SUPPORT SUNGO - TIME SUNGO - TIME NEOD-1300 Group: LCC_BA (Hons) Animation: Game Arts 3, TF_ GPI: Staff: FARTAN, Teodora	Ant Gpa A88 Storyboarding SBP 1 Storyboarding SBP 1 Storyboarding SBP 1 Violation Time, 10: Violation Time, 10: Groups LCC, BA (Hong) Animation (with Creative Computing (FT V-3), Computing (FT V-3), Christiano Are (Fat Animation Are (Fat Ani	ONLINE CH GO1 INFORMED ONLINE TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE PERSONAL TUTTORIALS - SEE Suido or Workshop Suido or Workshop Contex Supervised Suido or Workshop Choris Automation 3 3DCA, CH Go1: LCC, BA (Hons) Animation: Visual Fifteds 3, CH (Hons) Animation: Visual Fifteds 3, CH (Set) Staff.	ONLINE CDeS GDT INFORMED PRACTICE 3 - ONLINE ONLINE PERSONAL FUTORNALS - SEE TUTORNALS - SEE TUTORNALS - SEE TUTORNALS - SEE VERSONAL FUTORNAL Ordins Supervised Studio or Workshop Groups : LCC, BA (Hons) Animation: Game Arti 32, CDeS, Gpt; LCC, BA (Hons) Animation: Game Arts 3, CDeS, Gpt; SELINCOURT, Ohris	PRACTICE 3 - 0	EE PERSONAL IEDULE ed Studio or , 10:00-13:00 A (Hons) iation Arts 3_ _BA (Hons) e Arts 3_DMG_	ONLINE DMG GPJ INFORMED PRACTICE 3 - ONLINE PERSONAL TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Superised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA 10:00-13:00 Group: LCC_BA Staff: MCGOWAN, David	A&B Working with Sound 2 Online Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation Arts (FT Yr 3) (BA Animation Arts (FU Yr 3) (BA Animation Arts (FUT Time)): Staff MARLOWE, Jessica	ONLINE COBS GO2 INFORMED PRACTICE 3 - ONLINE PERSONAL TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Superised Studio or Workshop Timo, 10:00-13:00 Group: LCC_BA (Hons) Animation: Game Arts 3, COBS. Gp2; Staff: DE SELINCOURT, Chris	DNLINE CH G02 NRFORMED PRACTICE 3 - ONLINE ONLINE PRACTICE 3 - SEE TUTORIALS - SEE TUTORIALS - SEE TUTORIALS - SEE TUTORIALS - SEE OHrins Supervised Studio or Workshop Ohrins Supervised Studio or Workshop Codes See CH GAS Supervised Studio or Workshop Chora Supervised Studio or Workshop Supervised Studio or Workshop Supervised Studio or Workshop Studio or Workshop Studio Chora Studio Studio Chora Studio Studio Chora Studio	DNLINE GP Gn1 INFORMED PRACTICE 3 - ONLINE PERSONAL TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE Online Supervsed Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation: Game Arts 3, GP Gp1; LCC_BA (Hons) Animation: GP_GP1; Staff; Supart CC, BA		
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13:00 13:00	HILTON,Stuart; TAN, Su-Lynn	DOHERTY,Darren; SAUL,Daniel	Game Arts (Full Time)); Room: EC_ M104	Animation: Game Arts 3_NMairs.Gp1; Staff: MAIRS,Nigel		Gp1; Staff: FARTAN,Teodora	ms: EC_M302; EC_ M302A; Staff: YACHE,Fernando	Effects 3_CH_GP1; Staff: HOLDSWORTH, Claire	Animation: Game Arts 3_CDeS_Gp1; Staff: DE SELINCOURT,Chris	Animation: Game Arts 3_DMG_Gp1; Staff: MCGOWAN, David	Gp3; Staff: MCGOWAN, David		CDeS_Gp2; Staff: DE SELINCOURT, Chris	Effects 3_CH_GP2; Staff: HOLDSWORTH, Claire	Visual Effects 3_GP GP1; Staff: PETREY,Grant		
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18:00 18:00	STEPHENS,Flor		Game Nights (extra-curric Z Other: Workshop, 18:00 Event too large - resource							Visual Effects (Full Time)); Rooms: EC MS10; EC_MS11; Staff: ROE,Sam; VINE,Billie							
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10:00 11:00 11:00 12:00 12:00	Study Z Other: Indeper 00-13:00 Groups: LCC_B, Animation (with Computing) (FT Animation: Anim Time)); LCC_BA Animation: Anim 3) (BA (Hons) Ai	A (Hons) Creative Yr 3) (BA (Hons) Jation Arts (Full ((Hons) Jation Arts (FT Yr	Came Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); Came Arts (Full Time); Room: EC_ M104	ONLINE NM HYCRUED PROCEED BYCRUED BEFPERSONAL DEFPERSONAL UTORALE SOCIEDATE UNIT Tutoria, 1000-1300 Groupe LCC, BA (Hons) Animation 3 BOCA, Malar, Go1: Aviralion-Animation Arts 3, Malar, Go1: LCC, BA (Hons) Arts 3, Malar, Go1: LCC, BA (Hons) ANIARS, Nigel		ONLINE TF Got NHFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE TUTORIALS - SEE TUTORIALS - SEE TUTORIALS - SEE SCHEDULE SCHEDULE SCHEDULE Online Supervised Workshop Time, 10:00-13:00 Group: LCC_BA (Homa Arts 3):TF_ Gpt; Staff: FARTAN, Teodora	AAns GDABS Stophoarding 3 Stophoarding 3 Stophoarding 3 Stophoarding 3 Ort 300 Ort 300	ONLINE CH Gp1 INFORMED ONLINE TUTORIALS SEE TUTORIALS SCHEDULE Online Supervised Studio or Workshop Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC, BA (Hons) Animation 3 30CA. CH. Gp1; LCC, BA (Hons) Animation: Visual CAL, SCH. SCH. Statt: CAL, SCH. SCH. Calire	DNLINE CDBS GDT INFORMED PRACTICE 3 - ONLINE TUTORIAL SCHEDULE Online Supervised Studio or Workshop Online Supervised Studio or Workshop Online Supervised Studio or Workshop Colline Supervised Studio or Workshop Colline Supervised Studio or Workshop Colline Supervised Studio or Workshop Charles Colling Colline Supervised Studio Colling Anta Studio Colling Studio Colling Studio Studio Colling Studio Colling S	PRACTICE 3 - 0	EE PERSONAL HEDULE ed Studio or , 10:00-13:00 A (Hons) nation Arts 3_ _BA (Hons) he Arts 3_DMG_	ONLINE DIMG GR3 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEEP PERSONAL TUTORIALS - SEEP PERSONAL TUTORIAL SCHEDULE Online Supervised Workshop Time, 1000-13300 Group: LCC, BA (Group: LCC, BA Group: LCC, BA Staff: MCGOWAN, David	ONLINE COBS GR2 INFORMED PRACTICE 3 - ONLINE SET PERSONAL TUTORIALS SEC PERSONAL TUTORIAL SCHEDULE SCHEDULE SCHEDULE SCHEDULE SCHEDULE Morkshop Time, 1000-13:00 Grup: LOC BA (frug) Avimation; CDRS, Gp2; Staff: DE SELINCOURT, Chris	DNLINE CH Go2 INFORMED PRACTICE 3 - ONLINE TUTORIAL SCHEDULE Online Supervised Studio or Workshop Online Supervised Studio or Workshop Online Supervised Studio or Workshop Chons Animation 3 3DCA. CH. GP2: LCC, BA. (Hons) Animation: Visual CC, Barti HOLDSWORTH, Claire	TUTORIAL SCH Online Supervis Workshop Time Groups: LCC_B Animation: Garr Gp1; LCC_BA (ONLINE SEE PERSONAL IEDULE ed Studio or , 10:00-13:00 A (Hons) ne Arts 3_GP_ Hons) Animation _GP_GP1;Staff:		
13:00 14:00 14:00 15:00	AA & 3DCA Studio Access Supervised Studio or Workshop Time, 14: 00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Y1 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with	AA Working with Sound - Tutor online Supervised Studio or Workshop Time, 14: 06:17:00 06:17:00 06:17:00 Groups 4: Cab Groups 4: Cab Computing, IFT v13 (BA (Hona) Arianitation: Animation Arts (FU) Ra (Hona) Animation: Animation Arts (FU) 30 (BA (Hona)	Game Arts Supervised Studio or Workshop Time 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (B4 (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons)	ONLINE NM (GP2) INFORMED PRACTICE 3 ONLINE INFORMAL INFORMAL SCHEDULE ScheDULE Studio or Workshop Time, 1430-1700 Groupe, ICC, BA	ONLINE Life Draving Z Other: Workshop 14:00-16:00 Groups: LCC_BA (Hons) Animation (FT Yr 1), LCC_BA (Hons) Animation (FT Yr 2), LCC_BA (Hons) Animation (FT Yr 3), Staff:	ONLINE NP Gp1 INFORMED PRACTICE 3 - ONLINE TUTORIALS - SEE PERSONAL TUTORIAL SCHEDULE SUIdio or Workshop Time, 14:00-17:00	3DCA Supervised Studio or Workshop Time, 1400-17:00 (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 3D	GArts CnA Supervised Studio or Workshop Time 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hon)	GArts CpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons)	VFX Supervised Studio or Workshop Time, 14:00-17:00 (Hons) Animation (with Creative Computing) (FT Yr 3) (B4 (Hons) Animation: Visual Effects (Full Time)) LCC, B4 (Hons)	ONLINE DMG Gp 2 INFORMED PRACTICE 3 - ONLINE THERONIAL SCHEDULE Schedule Studio or Workshop Time, 1430-1730 Groupe, LCC, BA	CNUINE FMP Support Online Supervised Studio of Workshop Time, 1400-1700 Event ho large - resources not printed	CMP Support Supervised Studio or Workshop Time, 14. 00-17:00 Event no large - resources not printed	TMP Support Supervised Studio or Workshop Tme, 14 (00-1700) Event too large - nescurces not printed	FMP Support Supervised Studio or Workshop Time, 1400 17200 Event no lerge – resources not printed	CMP Support Supervised Studio or Workshop Time, 1400 17200 Event to large - resources not printed		
16:00 16:00 17:00	Animation: Animation Arts (Full Time); LCC_ BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation	3) (Ek (Hon5) Animation: Animation Arts (Full Time)); Roo REC, M304; Staff: MARLOWE,Jessica	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104	(Hons) Animation: Animation Arts 3, NiMairs_Gp2; LCC_ BA (Hons) Animation: Game Arts 3, NMairs_Gp2; Staff: MAIRS,Nigel		Group: LCC_BA (Hons) Animation: Animation Arts 3_ NP_Gp1: Staff: PLOWMAN,Nicola	BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation Computer Animation (Full Time)); Room: EC_M308; Staff: ROE,Sam	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): Room: EC_ M302; Staff: FAUNTLEROY BRAND,Joshua	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M310; Staff: VINE,Billie	(Hons) Animation: Animation Arts 3. DMG_Gp2; LCC_ BA (Hons) Animation Arts 3. DMG_Gp2; Staff: MCGOWAN,David							
18:00 18:00 19:00	Oliver		Game Nights (extra-curr 2 Other: Workshop, 18: Event too large - resour															
20:00)		-															
21:00 21:00 22:00																		

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat

Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 23/01/2023)

	Monday 23/01/2023		sday /2023	Wed 25/01/2023		Thur 26/01	rsday /2023				Friday 27/01/2023	}		Saturday 28/01/2023	
08:00															
09:00															
10:00 10:00 11:00 11:00 12:00 12:00	Animation Arts Hold Room Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation: (Hons) Animation (Hons) Animation: (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Animation Arts (FUT Yr 3) (GA (Hons) Animation: Animation Arts (FUT Animation Arts (FTY Animation Arts (FUT Animation Animation: Animation Arts (FUT Animation Animation: Animation Animation: Ani	10:00-13:00 Groups: LCC_BA (with Creative Cor (BA (Hons) Anima (Full Time)); LCC	_BA (Hons) Arts (FT Yr 3) (BA : Game Arts (Full		Groups: LCC_BA (Hons) Animation: Animation Arts (F	imation Skills 4 or Workshop Time (Hons) Animation (W Animation Arts (Fu T Yr 3) (BA (Hons) / EC_M302A;Staff: M	vith Creative Compu II Time)); LCC_BA (Animation: Animatio	Hons) Animation:							
13:00															
14:00 15:00 15:00 16:00 16:00	Supervised Studio or Workshop Time 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation Avimation Avimation With Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)	Acting for Animation Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_ BA (Hons) Animation: Animation: Animation: Animation Arts (Hons) Animation Animation Arts (Full Time); Roo m: EC_T1401	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_MID4	Life Drawing Z Other: Workshop, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (FT Yr 1); LCC_ BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 3); Roem: EC_T1101; Staff: HILTON,Stuart	3DCA Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hone) Animation: (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); Room: (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); Room: EC_M308; Staff: ROE,Sam	GArts GpA Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC, BA (Hone) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation Game Arts (Full Time);): LCC, BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts FUNTLEROY BRAND,Joshua	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (FUT) Yn 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	VFX Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)): LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)): RE Effects (Full Time): Real Effects (Full Time): Real Effects (Full Time): Real Effects (Full Time): Real Effects (Full Time): Real State (F	ONLINE FMP Support Online Supervised Studio or Wrokskop Time, 14.00- 17.00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14.00- 17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 44:00 17:20 Event too large - neeources not printed	FMP Support Supervised Studio or Workshop Time, 44:00- 17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14.00- 1720 Event too large - resources not printed		
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		nday /2023	Tuesday 31/01/2023	Wednesday 01/02/2023	Thur 02/02				Friday 03/02/2023			Saturday 04/02/2023	Sunday 05/02/2023
08:00													
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10:00 10:00 11:00 11:00 12:00 12:00	Animation Arts Hold Room Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation	AA GpB Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (FI Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation	Game Arts Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) : LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); Room:	oom: EC_T1101;Staff : HILTON,Stuart	FMP E2 Formative Presentation Lecture, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation: Animation Animation: Animation Anis (FT Yr 3) (BA (Hons) Animation: Animation Ans (FT Yr 3) (BA (Hons) Animation: Animation Ans (FUT Yr 10) (BA (Hons) Theatre A (LTA); Staff: TAN,Su-Lynn	Formal FMP Presentations Supervised Studio or Workshop Time, 10: 00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (BA (Hons) Animation LCC_BA (Hons) Animation (with Creative Computing)							
13:00 13:00 14:00		Arts (Full Time));Roo m: EC_M304	EC_M104			(FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D							
14:00 15:00 15:00 16:00 17:00	; LCC_BA (Hons) Anim Computing) (FT Yr 3) (Animation Arts (Full Tii Animation: 3D Comput (BA (Hons) Animation: (Full Time)); LCC_BA (Vorkshop Time, 14:00- s) Animation (with TT Yr 3) (BA (Hons) er Animation (Full Time lation (with Creative BA (Hons) Animation: me)); LCC_BA (Hons) er Animation (FT Yr 3) 3D Computer Animatio (Hons) Animation: 3) (BA (Hons) Animatio	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation:	Life Drawing Z Other: Workshop, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 1); LCC_BA (Hons) Animation (FT Yr 2) LCC_BA (Hons) Animation (FT Yr 3);R oom: EC_T1101; Staff : HILTON, Stuart	GArtis GpB Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FUIT Time); Room: EC_M302A	Computer Animation (Full Time); LCC BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Rooms: EC_ M310; EC_M311:Staf f: ROE,Sam; VINE, Billie	ONLINE FMP Support Online Supportied Studio or Workshop Time, 14.00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-72:00 Event too large - resources not prated	FMP Support Supervised Studio or Workshop Time, 1430/1730 Event too lange - resources not printed	FMP Support Supervised Studio or Workshop Time, 1430-1730 Event too large - resources not partied	FMP Support Supervised Studio or Workshop Time, 14:02-1720 Event too large - resources not printed		
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19:00 19:00 20:00													
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 06/02/2023)

	Monday 06/02/2023	Tuesday 07/02/2023	Wednesday 08/02/2023	Thursday 09/02/2023			Friday 10/02/2023			Saturday 11/02/2023	Sunday 12/02/2023
08:00											
09:00					UAL Games Conference						
					09:00-18:00						
10:00					Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons)						
10:00											
					(Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons)						
11:00											
11:00					(Full Time)); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons)						
					Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA						
12:00					Design (FT Yr 3); LCC_BA (Hons) Games Design (FT DPS; Rooms: EC_TG02:						
12:00					Lecture Theatre C (LTC);						
					B (LTB); Staff: KACZMAREK,Thom; RISINO,Luca						
13:00					RISINO,Luca						
13:00											
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14:00						EMP Support Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00		
						Event too large - resources not printed					
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	Mond 13/02/2		Tue 14/02	sday 2/2023	Wedn 15/02	esday /2023			Thursda 16/02/202				Friday 17/02/202			Sat 18/02/2023	Sunday 19/02/2023
08:00																	
09:00 10:00 11:00 11:00 11:00 12:00	ONLINE AI Partways - Laund approved Studio ar Working Time, 1000-1300 Event to large - resources not printed (Hons) An Arts (Full (Hons) An Arts (Full (Hons) An Arts (Full)	nimation Arts I Studio or Worksho 0-13:00 CC_BA (Hons) (with Creative interview of the stream methor: Animation Arts (Fu om: EC_M302A	Online Supervises Time, 10:00-13:00 Groups: LCC_BA (with Creative Coi (BA (Hons) Anima Animation (with C (FT Yr 3) (BA (Ho Visual Effects (Fu (Hons) Animation Animation (FT Yr Animation: 3D Co (Full Time)): LCC	Iovability 1 d Studio or Workshop 0 (Hons) Animation mputing) (FT Yr 3) ation: 3D Computer mei); LCC_BA (Hons reative Computing) nos) Animation: IIl Time)); LCC_BA : 3D Computer 3 (BA (Hons)	BA (Hons) Animation: Animation Arts (FT Yr 3) (BA		Animation Arts: Professional Futures TVS Project Putures Workshop Time, 02: 00-11:00 Event too large - resources not printed	Group B Animation Arts Personal Tutorials Z Other: Pastoral Tutorials, 10: 00-18:00 Group: LCC_ BA (Hons) Animation: Animation Arts (FT Y13) (BA Animation Arts									
13:00 13:00 13:00 14:00 14:00 15:00 16:00 16:00 17:00 18:00	3DCA Supervised Studie or Workshop Time, 14:00-18: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation: 4D	ed hop 00 TV Series Launc Supervised Stud or Workshop Time, 14:00-18:	Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Animation: Animation: Animation: Animation: Animation: Animation: Animation: CPUT Tray): Staff: TAN,Su- Lynn	Game Ante Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Como: Came Arts (Full Time); Como: Came Arts (Full Time); Som: ECC MIO4, Staff: FAUNTLEROY BRAND,Joshua		DNLINE Life Drawing Z Other: Workshop 14:00-16:00 Groups: LCC, BA (Hons) Animation (FT Yr 1); LCC, BA (Hons) Animation (FT Yr 2); LCC, BA (Hons) Animation (FT Yr 3); Staff: HLTON,Stuart	Animation Artic: Professional Guards Bugervised Studio or Workshop Finith Supervised Studio or Workshop Time, 14:00- 18:00 Group: LCC_ BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FUT r) (BA (Hons) (FUT r) (BA (Hons) (FUT r) (FUT r	(Full Time)): R oom: EC M302A; Staff HILTON, Stir SAUL, Daniel	30CA FMP or Workshop Time, 14:00-18: 00 Groups LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 30 Computer Animation (FT Time)): LCC_ BA (Hons) Animation: 30 (BA (Hons) Animation: 30 Computer Animation: FC Mathematical Computer Animation (FT Mathematical Computer Animation (FT Mathematical Computer Animation Computer Animation Computer Animation Computer Animation Computer Mathematical Computer Sam	Studio or Workshop Time, 14:00-18:00 Groups: LCC_ BA (Hons) Animation (with Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC_ BA (Hons) Animation: Game Arts (Full Yr 3) (BA (Hons)	Animation Arts: Professional Futures TVS Project Groups Supervised Studio or Workshop Time, 14: Groups LCC, BA (Hong) Animation Uwith Creative 13 Groups LCC, BA (Hong) Animation Arts (Full Time)): LCC, BA (Hong) Animation, Arts (Full Time)): LCC, BA (Hong) Animation, Arts (Full Time)): Computing (FT V:3) (BA (Hong) Animation Arts (Full Hong) Animation Arts (Full Hong) Animation Arts (Full Hong) Animation Arts (Full Animation Arts (Full Hong) Animation Arts (Full Hong) Animati	FMP Support Step Motion Supervised Studio or Workshop Time, 1400-180 Event too large - resources not printed For the supervised studies of the super- resources not printed	d d O O O O O O O O O O O O O O O O O O	Project Support - Digital/VFX0D Supervised Stato or Workshop Trained Zevent too large - resources not printed	Project Support Digital/VFX2D Supervised Studio Workshop Time, or Workshop Time, or Event no large - resources not printed		
18:00 18:00 19:00 20:00 20:00 21:00 21:00 22:00			Come Nghis (setting 2 Other: Workshop, 1 Event too large - reso			Page 2:											

		Monday 20/02/202	3		sday 2/2023		esday 2/2023			sday /2023				Friday 24/02/202	3		Sat 25/02/2023	Sunday 26/02/2023
08:00 09:00 09:00																		
10:00 10:00 11:00 11:00 12:00 12:00	DALINE AI Pathways Trofestional Future Online Supervised Studio et Workshop Time, 1000-1300 Event too largo- resources not printed	Sound 5 Online Supervis Workshop Time Groups: LCC_B Animation (with Computing) (FT Animation: Anin Time)); LCC_B/ Animation: Anin 3) (BA (Hons) A	, 10:00-13:00 A (Hons) Creative Yr 3) (BA (Hons) nation Arts (Full A (Hons) nation Arts (FT Yr nimation: Full Time)):Staff	workshop 1 Supervised Stur Time, 10:00-13: Group: LCC_BA Animation (FT)	(Hons)	00-12:00 Event too large - resourc	io or Workshop Time, 10:	Supervised Stud Groups: LCC_B 3) (BA (Hons) A Animation: Anim	ation Arts Toon Bo dio or Workshop T A (Hons) Animati nimation: Animati nation Arts (FT Yr Full Time));Room	ime, 10:00-13:00 on (with Creative on Arts (Full Tim 3) (BA (Hons) Ar	Computing) (FT Y e)); LCC_BA (Hon himation:	r. \$)						
13:00 13:00 14:00 14:00 15:00 15:00 16:00 16:00 17:00	3DCA Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: (With Creative O) (BA (Hons) Animation: 3D Computer Animation (Ful SD Computer Animation (Ful SD Computer Animation (Ful Computer Animation (Ful Computer Animat	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Hons) Animation: Visual Effects (Hons)	CMLINE All Pathways Professional Futures Andy Wyat Industry Take Studie of Workshop Time, 1400-1500 Event too large - resources not printed	Group A Acting for Animation 4 Sogeneties Studio or Workshop Time, 14: Ochr200 Dec 14 Ochr200 Animation With Crastive Computing) (FT Y13) (BA (Hong) Animation: Animation Arta (FT Hong) Animation: Arta (FT Hong) Animation: Arta (FT Hong) Animation: Statt PHILIPPS, Christophe	Game Arts Supervised Studio or Workshop Time, 14:00:17:00 Groups: LCC_BA (Hons) Animation (with Creative CV) (Hons) Animation: Care Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); Com EC_M(Hons) FAUNTLEROY BRAND,Joshua	ONLINE Life Drawing 2 Other: Workshop, 1400-16:00 Groups: LCC_BA (Fhors) Animation, (FTY 11; LCCC_BA (Hons) Animation (FTY 22; LCC_BA (Hons) Animation (FTY 23; LCC, BA (Hons) Animation (FTY 24; LCC, BA	FMP Compositing Workshop 1 of 2 Supervised Studio or Workshop Time, 1 4400-17:00 (Hons) Animation Arts (Full Hons) Animation: Animation: Art (Full Time)); LOC, BA Animation: Art (Full Time)); LOC, BA Animation: Arts (Full Time)); COC, BA Animation Arts (Full Time)); Room: EC_ V231: Apple Macs; Staff: HIRT, Ben	VFX Supervised Studio or Workshop Time, 14:00-18: 00 Group: LCC_ BA (Hons) Animation: Visual Effects (Ful Time));Ro (Hons) Animation: Visual Effects (Ful Time);Ro (m: EC_M310; Staff: VINE, Billie	2DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 (Hons) Arimation (Hons) Arimation (Hons) Arimation (Computer Animation (Ful Mons) Animation 3D Computer Animation: 3D Computer Animation: GPU Animation: GPU Animation: GPU Animation (Ful Animation (Ful An	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC_BA (Hons) Animation: Game Arts (Full Time)): Room: EC_M302: Staff: LESLIE,Michael	BA Animation Arts Professional Futures: U Series Kellys tak- Supervised Status Workshop Trans. 16 00-17:00 (Carope: LCC_BA (Hona) Animation (Groupe: LCC_BA (Hona) Animation (Hona) Animation (Ho	FMP Support Stop Motion Sepervised Studio or Workshop Time, 14: 00-1700 Event too large- resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio of Workshop Event too large resources not partied	Project Support 2D Animation Supervised Studio or Workshop Time, 14: 00-1830 Event no large- resources not partied	Project Support - Digital/PX/20 Supervised Studio or Workshop Time, 14:00 16:00 Event too large- resources not printed	Project Support Digital VFX/20 Supervised Studio or Workpop Time, 14:00- 16:00 Event too large- resources not printed		
18:00 18:00 19:00 20:00 20:00 21:00 22:00								Groups: LCC_B (BA (Hons) Anin DPS; LCC_BA (Yr 1) (BA (Hons) ; LCC_BA (Hons) (BA (Hons) Anin LCC_BA (Hons) (BA (Hons) Anin LCC_BA (Hons)	port hop, 18:00-21:00 A (Hons) Animation: anation: Game Arts (Hons) Animation: Gam s) Animation: Game anation: Games Art Animation: Game Arts UNTLEROY BRAI	s (Full Time)) Yr : Game Arts (FT e Arts (Full Time he Arts (FT Yr 2) s (Full Time)); e Arts (FT Yr 3) s (Full Time)); 'r 1)Room: EC_	RAM at RAM External Visits, 17:30-20:30 Group: LCC_ T BA (Hons) Animation (FT Yr 3); Staff: RADEV,Mario							

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 27/02/2023)

Tuesday Wednesday Sunday Monday Thursday Friday Saturday 28/02/2023 27/02/2023 01/03/2023 02/03/2023 03/03/2023 04/03/2023 05/03/2023 08:0 09:00 09:0 10:00 10:00 Group A Animation Arts - Professional Futures:TV Animation Skills 5 Professional utures unit Supervised Studio or Workshop Time, 10:00-13:00 Series Character Devel Online Supervised Studio or Workshop Time, 10:00-Supervised Studio or Workshop Time, 10:00-13:00 RAM workshop 12.00 Groups: LCC BA (Hons) Animation (with Creative t too large - resources not printed Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 11:00 Computing) (FT Yr 3) (BA (Hons) Animation: Supervised Animation Arts (Full Time)): LCC BA (Hons) Studio or Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) 11:00 Workshop Time Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Rooms: EC_ 10:00-13:00 Animation: Animation Arts (Full Time));LCC_BA M302: EC M302A Group: LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DP\$Roo m: EC_M302A (Hons) Animation (FT Yr 3); Room: E0 12:00 N232:Apple /lacs; Staff: RADEV, Mario 13:00 13:0 14:00 14:00 3DCA EMP /IP Support Stop iect Support 2D Project Support - Digital/ /FX/3D Group B Animatio NI INF Life MP Compositing VFX Game Arts Project Support Digital /FX/3D Supervised Studio or Workshop Time, Supervised Studio Supervised Studio Supervised Studio Supervised Studio Supervised Studio or Norkshop Time, 14:00-17:00 Supervised Studio or Workshop Time, 14:00-18:00 Supervised Studio or Workshop Time, 14:00-18:00 Supervised Studio or Workshop Time, 14:00-18:00 Supervised Supervised Studio or Online Supervised Z Other: Workshop, or Workshop Time, or Workshop Time, oiect Tuto or Workshop Time, or Workshop Time. Studio or tudio or Workshop ime, 14:00-18:00 14:00-18:00 14:00-18:00 Other Unit Tutorials 14:00-17:00 14:00-16:00 Workshop Time, 14: 14:00-18:00 14:00-18:00 cture, 14:00-17:00 Workshop Time, 00-17:00 14:00-17:00 vent too large Groups: LCC_BA roups: LCC BA vent too lara vent too large vent too large vent too large ent too large Groups: LCC_BA Groups: LCC BA 14:00-18:00 Groups: LCC BA Groups: LCC_BA FOUDS: LCC BA 15:00 rinter Groups: LCC_BA (Hons) Animation Hons) Animation Hons) Animation with Creative Computing) (FT Yr 3) (Hons) Animation (Hons) Animation (Hons) Animation (Hons) Animation Group: LCC_BA (Hons) Animation with Creative (FT Yr 1): LCC_BA (with Creative with Creative (with Creative with Creative 15:00 with Creative Computing) (FT Y (BA (Hons) ons) Animatio Computing) (FT (Hons) Computing) (FT Computing) (FT Computing) (FT Computing) (FT Y (FT Yr 2); LCC_BA Animation Yr 3) (BA (Hons) Yr 3) (BA (Hons) (BA (Hons) (BA (Hons) Animation Yr 3) (BA (Hons) Yr 3) (BA (Hons) Animation: Game Hons) Animation nimation Arts (Full Visual Effects Arts (Full Time)); LCC_BA (Hons) (FT Yr 3); Staff: HILTON,Stuart Animation: 3D Animation: Visual Animation: Animation Arts (Full Animation: 3D Animation: Game ime)); LCC_BA lons) Animation Computer Effects (Full Time) (FT Yr 3) (BA Arts (Full Time)); Computer Animation (Full Animation (Full LCC BA (Hons) 16:00 LCC BA (Hons) Time)): LCC_BA Animation: Game (Hons) nimation Arts (FT Y Hons) Animation Arts (FT Yr 3) (BA Time)); LCC_BA nimation: Visual Time)); LCC_BA Animation: Game B) (BA (Hons) Animation: 16:00 (Hons) Animation: Effects (FT Yr 3) Animation Arts (FT (Hons) Animation nation: Animation Visual Effects (Hons) Animation: Arts (FT Yr 3) (BA r 3) (BA (Hons) 3D Compute (BA (Hons) Game Arts (Full Arts (Full Time)); Roo 3D Computer (Hons) Anir (Full Time)); Ro (ime)): nimation: Animation (FT Yr Animation: Visual Animation (FT Yr Game Arts (Full m: EC_M310 Animation Arts (Full /104: Staff: Macs: Staff: HIRT. Time)); Rooms EC_M302; EC 3) (BA (Hons) Effects (Full Time)) 3) (BA (Hons) Staff: VINE, Billie Time)); Room: EC_ M310A:Pod EALINTI EROY Ben Animation: 3D Room: FC M304 nimation: 3D BRAND, Joshua 17:00 Staff: VINE,Billie Computer Computer 1302A; Staff: Animation (Full Animation (Full ESUE Michael 17:00 Time)); R Time)); Room M308: Staff: ROF M311: Staff: ROF Sam Sam 18:00 18:00 Z Other: Workshop, 18:00-21:00 Other: Workshop, 18 0-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) ent too large DPS: LCC BA (Hons) Animation: Game Arts (FT Yr 19:00 (BA (Hons) Animation: Game Arts (Full Time)); LCC 19:00 BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animatic Game Arts (Full Time));LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY 20:00 BRAND, Joshua 20:0 21:0 21:0 22:00

		nday 3/2023		sday 8/2023	Wedn 08/03				Thursda)9/03/202						day /2023			Sat 11/03/2023	Sunday 12/03/2023
08:00 09:00 09:00																			
10:00 10:00 11:00 11:00 12:00 12:00 13:00 13:00	Professional Futures Industry Skills 1 Online Lecture, 10:00-13:00 Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:	Group A Working with Sound E Odine Stewischer Orang Stewischer Time, 1000-1300 Groupe: LCC, BA (Hone) Arimation (with Creative 13 Animation: Animation Arts (Full Time)): LCC, BA (Hone) Animation: Animation Animation: Animation Animation Arts (Full (Hone) Animation Animation Arts (Full (Hone) Animation ARE (OWE) Jessice MARLOWE Jessice	ONLINE AII Pathways Employabiliy 1 Online Supervised Sta 1000-1200 Event bo large - resou	idio or Workshop Time,	Life Drawing Z Other: Workshop, 10: 00-13:00 Groups: LCC BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 3); Room: EC_T1107, St aff: HILTON, Stuart	ONLINE Just Parks Industry talk Join Via teams invite Online Lecture, 12 00-13:00 Chiler Lecture, 12 00-13:00 Chil	V 10:00-15:00 Group: LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation Arts (Full Time))	BA Animation Arts - FMP E2 Interim 3 Presentations Edited Animatic Crits or Other Formative Assessment, 10:00-15:00 Group: LCC_ BA (Hons) Animation: Animation Arts (FuT yr 3) (BA (Hons) Animation Arts (FuT yr 3) (BA (Hons) Animation Arts (FuT i Time); R ooms: EC_ M102A; EC_ M102A; EC_											
14:00 14:00 15:00 15:00 16:00 16:00 17:00	Supervised Studie or Workshop 00 Groups: LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time); LCC BA Animation (FI) Time); LCC BA Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation (FT Yr 3) (BA (Hons) Animation (FT Yr 3) (BA (Hons) Animation (Full	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_ BA (Hons) Animation (vith Computing) (FT Y'3) (BA (Hons) Animation: Visual Effects (Full Time)); Ed LCC_BA (Hons) Animation: Visual Effects (FT Y'3) (BA (Hons) Animation: Visual Effects (FUT Y'3) (BA (Hons) Animation: Visual Effects (Full Time)); Ro Situal VINE, Billie	Game Arts Supervised Studio or Workshop Time, 1400-1700 Groups: LCC, BA (Hors) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Artin (Bru Came Arts (Full Time)); LCC, BA (Hons) Arts (Full Time); LCC, BA (Hons) Arts (Full Time); Room EC_ Midol, Staff: FAUNTLEROY BRAND,Joshua	ONLINE Animation Arts FF & FP Bund Online Leature, 16: 00-17:20 Event to large - resources not printed	Life Drawing Z Other: Works 00 Groups: LCC. B Animation (FT (Hons) Animatit LCC. BA (Hons Yr 3); Room: E4 HILTON,Stuart Stuarrt Hilton	A (Hons) ′r 1) LCC_BA on (FT Yr 2)		DOHERTY, Darren; HILTON,Stuar TAN,Su-Lynn	VFX Supervised Studio or Workshop Time, 14:00- 18:00 Group: LCC_ BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); R oom: EC_ M310, Staff: VINE,Billie	BDCA FMP Supervised Studio or Workshop Time, 14:00-18: 00 (Hons) Animation (with Creative Computer Animation: SD Computer Sam	BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full	Guest Speakel Z Other: Visiting Practitioner Talk, 14:00-17 00 Group: LCC_ BA (Hons) Animation (FT Yr 3); Room: EC_T806; Staf f: ROE,Sam	FMP Support Stop Motion Supervised Studio or Workshop Time, 14: 00-1720 Levent too large - resources not printed	CINILINE FMIP Support 3D/2D Online Supervised Studio of Workshop Time, 1430-18300 Event too large - resources not partied	Project Support 2D Animation Supervised Studio or Workshop Time, 14: 00-18:00 Event no lange - resources not printed	Project Support - Digital/VFX3D Supervised Studio Workshop Time, 14 00-1630 Event too large - resources not printed	Project Support Digital/VFX3D Supervised Studio or Workshop Time, 14: 00-1600 Event too large - resources not printed		
18:00 18:00 19:00 19:00 20:00 20:00 20:00 21:00	External Visits, Group: LCC _B, Animation (FT RADEV,Mario	18:00-21:00 A (Hons)					Groups: LCC_E Arts (Full Time (Hons) Animati (FT Yr 2) (BA (Animation: Gar	shop, 18:00-21:0 BA (Hons) Anima)) Yr 3) DPS; LC on: Game Arts (Hons) Animatior ne Arts (FT Yr 3 s) Games Art (FT	tion: Game Arts C BA (Hons) An	imation: Game A _BA (Hons) Anim II Time)); LCC_B mation: Game Ar	urts (FT Yr 1) (BA nation: Game Art A (Hons) ts (Full Time));	8 5 							
22:00																			

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	Mor 13/03	nday /2023		sday 8/2023	Wed 15/03/2023		Thur 16/03	sday /2023				Friday 17/03/2023	3		Saturday 18/03/2023	Sunday 19/03/2023
08:00																
09:00																
10:00 10:00 11:00	ONLINE Professional Futures Industry Skills 1 Online Lecture,	Group A Animation Arts Personal/Project Tutorials Other Unit Tutorials, 10 00-13:00 Groups: LCC_BA				Animation Skills 5 Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation										
11:00	10:00-13:00 Group: LCC_BA (Hons) Animation. Animation Arts (FT Yr 3) (BA (Hons) Animation.	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)				(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr										
12:00 13:00	Animation Arts (Full Time)); Staff : BARSZCZ,Izzy	Animation: Animation Arts (Full Time)); Roo ms: EC_T1001; EC_ T1005; EC_T1007; Sta ff: DOHERTY,Darren; HILTON,Stuart; TAN, Su-Lynn				3) (BA (Hons) Animation: Animation Arts (Full Time)); Roo ms: EC_M302A; EC_ M304; Staff: MAY, Steven	Groups: LCC_BA Computing) (FT Yi (Full Time)); LCC	ay Showcase Meetir 12:00-14:00 (Hons) Animation (w r 3) (BA (Hons) Anim BA (Hons) Animatio shimation: Game Ari	vith Creative nation: Game Arts on: Game Arts (FT							
13:00							m: EC_M309; Staf	f: LESLIE,Michael								
14:00 15:00	All Pathways - TBD initial review Supervised Studio or Workshop Time, 14:00- 17:00 Event too large - resources not printed	Group B Animation Arts Personal/Project Tutorials Other Unit Tutorials, 14 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing)	Animation Arts - PF & PP Industry Talk - Romaine Wach - Animade Lecture, 14:00-17:00 Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative	17:00 Groups: LCC_BA (Hons) Animation	VFX Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA	3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA	ONLINE: Animation Arts: Professional Futures - TVS Interim 1 Online Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA	FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00- 17:00 Event too large - resources not printed	ONLINE FMP Support 3D/ 2D Online Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Project Support - Digital/ VFX/3D Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Project Support Digital/ VFX/3D Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed		
16:00		(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation		Computing) (FT Yr 3) (BA (Hons) Animation Game Arts (Full Time)): LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room:	(FT Yr 1); LCC_ BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 3); Room: EC_T1101; Staff:	(Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_ M310; Staff:	Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation:	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons)	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)							
17:00		Arts (Full Time)); Roo m: EC_M301:Play Room; Staff: DOHERTY, Darren; HILTON,Stuart; TAN, Su-Lynn		EC_M104; Staff: FAUNTLEROY BRAND, Joshua	HILTON,Stuart	VINE,Billie	3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room:	Animation: Animation							
18:00							Time)); Room: EC_ M311; Staff: ROE, Sam	EC_M104D; Staff : LESLIE,Michael								
18:00 19:00			Game Nights (extra-curricu Z Other: Workshop, 18:00- Event too large - resources	ilar optional activity) 21:00 : not printed		Game Arts (Full Ti Yr 1) (BA (Hons) A	o, 18:00-21:00 Hons) Animation: G me)) Yr 3) DPS; LC nimation: Game Art	ame Arts (FT (BA (C_BA (Hons) Anima ts (Full Time)); LCC	ation: Game Arts (F BA (Hons)	T						
19:00 20:00						; LCC_BA (Hons) A Game Arts (Full Ti	Animation: Game A	Hons) Animation: G rts (FT Yr 3) (BA (H s) Games Art (FT Y oshua	ons) Animation:							
20:00																
21:00 22:00																

	Monday 03/04/2023	Tuesday 04/04/2023	Wednesday 05/04/2023	Thursday 06/04/2023	Friday 07/04/2023	Saturday 08/04/2023	Sunday 09/04/2023
08:00					Public Holiday (Good Friday) 08:00-22:00 **Public Holiday (Good Friday)** Good Friday		
09:00					Friday		
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22:00							

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Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 10/04/2023)

	Monday 10/04/2023	Tuesday 11/04/2023		esday /2023		Thursday 13/04/2023					Friday 14/04/2023			Saturday 15/04/2023	Sunday 16/04/2023
08:00 09:00 09:00	Public Holiday (Easter Monday) 08:00-22:00 **Public Holiday (Easter Monday)** Easter Monday														
10:00															
10:00			Professional Futures unit RAM workshop 3 Supervised Studio or Workshop Time,	Life Drawing Z Other: Workshop 10:00-13:00 Groups: LCC_BA (Hons) Animation	ONLINE Guest Lecture VFX Journalist: Ian Failes: The evolution of compositing Online Lecture, 10:00-11:00 Event too large - resources not printed	Groups: LCC_BA (F (FT Yr 3) (BA (Hons	or Workshop Time, 10 Hons) Animation (with s) Animation: Animati imation: Animation A	Creative Computing							
11:00	10:00-13:00 (FT Yr 1); LCC_BA (Hons) Animation: Animation: Animation Arts (Full Time))Rooms Group: LCC_BA (Hons) Animation (Hons) Animation (Hons) Animation (FT Yr 3); Room: M302; EC_M302A (FT Yr 3); Room: (Hons) Animation EC_W231:Apple (FT Yr 1)(TY 10); CS aff; (FT Yr 10); Staff;						ime))Rooms: EC_								
12:00 12:00			Macs; Staff: RADEV,Mario	EC_T1107; Staff: HILTON,Stuart											
13:00 13:00															
14:00 14:00		Game Arts	Life Drawing		VFX	3DCA FMP	Game Arts	Animation Arts: Professional Futures -	FMP Support Stop Motion	ONLINE FMP Support 3D/	Project Support 2D Animation	Project Support - Digital/ VFX/3D	Project Support Digital/VFX/		
15:00		Supervised Studia or Workshop Time, 14:00 17:00 Groups: LCC_BA (Hons) Animation (FT (Hons) Animation (with 2): LCC_BA (Hons) Animation (FT Yr Groups: LCC_BA (Hons) Animation (FT Yr Hons) Animation (with 2): LCC BA (Hons) Animation (FT Yr Groups: LCC_BA (Hons) Animation (FT Yr Groups: LCC_BA (Hons) Animation (FT Yr Groups: LCC) A (Hons) Animation (FT Yr) (Hons) A (Hons) Animation (FT Yr) (Hons) A (Hons)			14:00-18:00 Group: LCC_BA (Hons) Animation:	Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation	14:00-18:00 Groups: LCC_BA (Hons) Animation	TVS Interim 2 Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons)	Workshop Time, 14:00-17: 00 Event too large - resources not printed	Online Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed		
16:00		(FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:	Stuarrt Hilton		Room: EC M310;	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)							
16:00		Game Arts (Full Time)); Room: EC_M104;Staff : FAUNTLEROY BRAND,Joshua			Staff: VINE,Billie	Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3)	LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full	Animation: Animation Arts (Full Time)); Room: EC_TG02:Lecture Theatre C (LTC); Staff: MARSHALL,Kelly; TAN, Su-Lynn							
17:00 17:00		<u> </u>				(BA (Hons) Animation: 3D Computer Animation (Full Time)); Room: EC_ M311; Staff: ROE,	Time)); Room: EC_ M302; Staff: LESLIE,Michael	<u> </u>							
18:00 18:00		Game Nights (extra- curricular optional activity) Z Other: Workshop, 18:00- 21:00			Game Arts Support Z Other: Workshop,	Sam 18:00-21:00									
19:00 19:00	Groups: LCC_BA (Hons) Animation: Game Arts (F1 (BA (Hons) Animation: act printed Group (Hons) Animation: Game Arts (F1 (Hons) Animation) (Hons) Animation: Game Arts (Hons) Anim							e Arts (FT Yr 1) (BA nimation: Game Arts : BA (Hons)							
20:00 20:00					BRAND, Joshua		20_wood, dtail.								
21:00							1								
21:00															

		Monday 17/04/2023	3		sday //2023	Wed 19/04/2023		Thur 20/04	sday /2023			1	Friday 21/04/2023	3		Saturday 22/04/2023	
08:00																	
09:00																	
10:00 11:00 11:00	ONLINE Professional Supervised Studio or Workshop Time, 10:00-13:00 Group & B Animation Arts Supervised Studio or Workshop Time, 10:00-13:00 Group & B Animation Arts - FMP E2 I Presentations - Edited Animatio Britination Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) Animation: Animation Arts (FT Yr 3) Animation Arts (FT Yr 3) (BA Group & B A Animation Arts - FMP E2 I Presentations - Edited Animatio Croups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUII Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA Group & B A Animation Arts - FMP E2 I Presentations - Edited Animatio Croups: LCC_BA (Hons) Animation Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUII Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUII Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA Description Arts (FUII Time)); LCC Animation Arts (FUI Time); LCC		nt, 10:00-13:00 (with Creative nimation: A (Hons) (BA (Hons) e));Room: EC fr. DOHERTY,														
12:00 12:00 13:00 13:00	Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Sta ff: BARSZCZ, Izzy	Arts (Full Time)); M302A	Room: EC_				FMP E2 Interim 4	Darren; HILTON,	Stuart; TAN,Su-Ly	nn							
14:00							Crits or Other Formative Assessment, 13:00-15: 00 Event too large - resources not printed										
14:00 15:00 15:00 16:00 16:00 17:00 17:00 18:00	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (FU Tra) Animation: Visual Effects (FU Tra) Animation: Visual Effects (FU Tra) Animation: Visual Effects (FU Tra) Staff VINE, Billie	SDCA Supervised Studio or Workshop Time, 14:00- 17:00 Event too large - resources not printed	Group & Animation Arts - Working with Source Working with Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation Arts (FT Yr 3) (BA (Hons) Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUI Time)); Roo m: EC, M302A; Staff: MARLOWE,Jessica	Professional Futures - Industry Talk - Strange Beast Lecture, 14:00- 17:00 Group: LCC_BA (Hons) Animation (FT Yr 3); Room: EC TG02:Lecture Theatre C (LTC), Staff: HILTON, Stuart	Carme Arts Supported Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Carme CBA (Huns) (FT Y 3 CBA (Huns) (FT Y 3) (FT Y 3) (CC, BA (Hons) Animation: Game Arts (FT Y 7) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104; Staft: FAUNTLEROY BRAND.Joshua		Promo Artis Supp	VFX Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Animation: Visual Effects (Full 73) (BA (Hons) Animation: Visual Effects (Full Time); Ro om: EC_M310; Staff: VINE,Billie	SDCA FMP Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computer) Animation: 3D Computer Animation (FUT (Hons) Animation: 3D Computer Animation (FUT Monster) 30 (BA (Hons) Animation: 3D Computer Animation (FUT Monster) Some Computer Animation (FUT Monster) Some Computer Animation (FUT Monster) Same Computer Animation (FUT Monster) Same Computer Animation (FUT Monster) Same Computer Animation (FUT Monster) Same Computer Monster, Staff: ROE, Sam	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FII Time); Room: EC M302; Staff: LESLIE,Michael	FAIP Support Step Motion Supervised Studio or Workshop Time, 14:00- 17:00 Event too large - resources not printed	ONLINE FAIP Support 30/20 Online Supervised Studio & Workshop Time, 14:00-18:00 <i>Event to singe</i> - resources <i>not</i> printed	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Project Support: Digital VPK20D Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Presed Support Date/ VPX20 Supervised Studio et 400- Vortahop Time / 1600 1600 Event too large - resources not primed		
18:00 19:00 19:00 20:00 20:00 21:00							Z Other: Worksho Groups: LCC_BA Animation: Game Game Arts (FT Y BA (Hons) Anima Arts (Full Time)); (Hons) Animation	International Content of the advection o									
21:00 22:00																	

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change

Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 24/04/2023)

		nday 4/2023			Tuesday 25/04/202		Wed 26/04/2023		Thur 27/04				4	Friday 28/04/202	3		Sat 29/04/2023	Sunday 30/04/2023
08:00																		
09:00																		
10:00 Professional Futures unit RAM workshop Interim Studio or Studio or Incon Studio or Group: LCC_BA (Hons) Animation (FT Yr 3); Room: EC_W231: Apple Macs; Str ff, RADEV, Mario	Group: LCC_BA (Hons) Animation Animation Arts (FT Yr 3) (BA (Hons) Animation Animation Arts	Group A Antimitor Amp Fa basenet Tutoriais Supervised Studio or Workengo Time, 10: Grouper LCC, BA (Hong) Animation (with Creative Computing) (FT Y2) (Grouper LCC, BA (Hong) Animation Arts (Full Time)): LCC, BA (Hong) Animation Animatio	Grupp B Animators Ann Fito Subarit Tutorials Supervised Studio or Workshop Time. 10: Grouper LCC: BA (Hong) Animation (with Creative C Computing) (FT Y2) (Grouper LCC: BA (Hong) Animation Animatio	Online Other U Groups: LCC_E Creative Comp Animation: Viss (Hons) Animati (BA (Hons) Ani (Full Time)) Yr Animation: 3D (Hons) Animati Time))) DPS; L Computer Anim Animation: 3D LCC_BA (Hons Yr 3) (BA (Hons	tutorial Sign Up nit Tutorials, 10: 3A (Hons) Anima Ja (Hons) Anima uting) (FT Yr 3) on: 3D Compute mation: 3D Com on: 3D Compute AC BA (Hons) / Computer Anima (Animation: Vis Animation: Vis AARLOWE, Jessia	00-13:00 tition (with (BA (Hons) Time)); LCC_BA r Animation (FT puter Animation A (Hons) tition (FT (BA r Animation: 3D (BA (Hons) tition (Full Time)) ual Effects (Full	Life Drawing Z Other: Workshop, 10: 00-13:00 Groups: LCC_ BA (Hons) Animation (FT Yr 1); LCC_BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 3); Room: EC_T1104; St aff; HILTON, Stuart	Groups: LCC_I (FT Yr 3) (BA (BA (Hons) Anir	s 7 Idio or Workshop Anima Aons) Animation Hons) Animation Ination: Animatior mation Arts (Full	tion (with Creativ Animation Arts Arts (FT Yr 3) (re Computing) (Full Time)); LC BA (Hons)							
13:00 All Pathways - TED initial review 14:00 Supervised Studio or Workshop Time, 14: 14:00 Supervised Studio or Workshop Time, 14: 15:00 Free Time, 14: 16:00 Initial review 17:00 Initial review 18:00 Initial review	Supervised Stud Groups: LCC_BA Computing) (FT Computer Anima Animation: 3D C (Hons) Animation Time)); LCC_BA Animation: Visua Animation: Visua Animation: Visua Animation: Visua Animation: Visua	io or Workshop Timm ((Hons) Animation (Yr 3) (BA (Hons) An ion (Full Time)): LC omputer Animation : : 30 Computer Animitorio: : 30 (BA (Hons) Animation: : 30 (BA (H	(with Creative imation: 3D CC_BA (Hons) (FT Yr 2) (BA mation (Full 3D Computer nation: 3D CC_BA (Hons) fors) Animation: (CC_BA (Hons)); LCC_BA (Yr 3) (BA (Hons)	Came Arts Supervised Studio or Workshop Time, 14.00-17.30 Groups: LCC_BA (firth O-native Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full LCC_BA (Hons) Animation: Game Arts (Full FAUNTLEROY BRAND.Joshua	ONLUKE Sound control Sound control Other Unit Tutorials, 1400-18: 00 Event too large - resources not printed	Diversity & Representation in Gaming Lecture, 15:30-18:00 Event too large - resources not printed	Life Drawing Z other: Workshop, 14: 00-17:00 Groups: LCC_ BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) CC_BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Stuart Hilton	VFX Supervised Studio or Workshop Time, 14:00- 18:00 Group: LCC_ BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Fuil Time)); R oom: EC_ M310, Staff: VINE,Billie	3DCA FMP Supervised Studic or Workshop Time, 14:00-18: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yan) Biothons) Computer Animation (FUT Time)): LCC, BA (Hons) Animation: 3D Computer Animation (FUT Maniation (FUT Animation (FUT) Animation (F	Game Arts Supervised Studio or Time, 14:00-18:00 Groups: LCC_ BA (Hons) Animation: Computing) (FT Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (FUI Time); Room: Game Arts (FT Tyr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) La (Hons) Computing Game Arts (FT Yr 3) (BA (Hons) Computing Cama Computing Cama Com	Antimation Arts: Antimation Arts: TVS Innerm 2: Supervised Studio or Workhop Time, 14: 06-1730 Groups L Constant Och 7200 Groups L Constant Och 7200 Groups L Constant Computing, IT V13 (BA (Hong) Antimation: Artis (Full Trans): Satt Horsol Antimation: Antimation: Arts (Full Trans): Satt Horsol Studies TAN,Su-Lynn Can move to 71101	Pute Support Stop Advices lead Status of Workshop Travised Status of Workshop Travis Cent to large - resources not printed	Disturce Exter Signport 30/20 Online Supervised Studio of Working Time, 14:00-18:00 Event too large - resources not printed	Protect Support 2D Animation Supervised Studie of Workshop True Uo-1800 Event too large - resources not printed	Protect Support - (operator Victor) Supervised Studio or Workshop True Cevent too large - resources not printed	Project Support (jejist/17/50) Supervised Studio or Workshop Time, 14: 00-18:00 Event too large - resources not printed		
18:00 19:00 19:00 20:00 20:00 21:00 21:00				Correr Nights (extra-r) Z Other: Workshop, 18 Event too large - reaso.				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FU ITime)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FU ITime)); LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); ROOM: CC_M308; Staff: FAUNTLEROY BRAND, Joshua		2)								

Monda 01/05/20		iesday 05/2023	Wedr 03/05	nesday 5/2023		Thu 04/05	sday 5/2023				Friday 05/05/2023	}		Saturday 06/05/2023	Sunday 07/05/2023
08:00 Public Holida (May Day) 08:00-22:00 **Public Holic (May Day)** Day	lay														
10:00 10:00	FMP E2 Final Crits or Other 10:00-13:00	Presentations Formative Assessment			ONLINE Guest Lecture - VEX Journalist: Ian Failes: The evolution of virtual production	(B) Animation Arts Supervised	(A) Animation Arts Supervised Studio 10:00-13:00	or Workshop Time							
11:00	Animation Arts Animation: Ani ; Room: EC_T	A (Hons) Animation: (FT Yr 3) (BA (Hons) mation Arts (Full Time) G02:Lecture Theatre C ILTON,Stuart; TAN,Su-			Online Lecture, 10:00-11: 00	Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA	Group: LCC_BA (I Animation Arts (F Animation: Animat ; Room: EC_M302	Γ Yr 3) (BA (Hons) tion Arts (Full Time)	,						
12:00 12:00 13:00						(Hons) Animation: Animation Arts (Full Time)); Roo m: EC_M302									
13:00	FMP E2 Final Presentations Crits or Other Format Assessment, 13:30-11	::00							THD Course One Males	ONLINE FMP Support 3D/	Project Support 2D	Project Support - Digital/	Project Support Digital/	1	
14:00 <u>15:00</u> 15:00	Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (With Creative Computing) (FT Yr 3)	ONLINE Professional Futures Industry Skills 1 Fit to Submit Online Other Unit Tutorials, 14:00-	(FT Yr 1); LCC_	VFX Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Animation:	3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation		FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00- 17:00 Event too large - resources not printed	Online Support Sup 2D Online Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Animation Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	VEX3D VEX3D Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	VFX/3D Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed		
16:00 16:00		(BA (Hons) Animation Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND,Joshua	17:00 Group: LCC_BA (Hons) Animation Animation Arts (FT Yr 3) (BA (Hons) Animation Animation Arts (Full Time)); Staff : BARSZC2,Izzy	(Hons) Animation (FT Yr 3); Room: EC_T1101; Staff: HILTON,Stuart	Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time); Room: EC_ M310; Staff: VINE,Billie	3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA		_						
17:00 17:00 18:00	Z Other: Work Group: LCC_E (FT Yr 3): Roo	sting/rehearsal shop, 17:00-20:00 A (Hons) Animation ms: EC_M301:Play 03:Stop Motion/Light	RAM project testin Z Other: Worksho Group: LCC_BA ((FT Yr 3); Rooms:	pp, 17:00-20:00 Hons) Animation		Animation: 3D Computer Animation (Full Time)); Room: EC_ M311; Staff: ROE, Sam	(Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE,Michael	RAM project testing/rehearsal Z Other: Workshop, 17:00- 20:00	RAM project testing/rehearsal Z Other: Workshop, 17:00- 20:00						
18:00 19:00 19:00	box; Staff: HIL		box; Staff: HILTO		(Hons) Animation: BA (Hons) Animat Animation: Game Animation: Game	p, 18:00-21:00 (Hons) Animation: C Game Arts (Full Tir ion: Game Arts (FT Arts (Full Time)); LC Arts (FT Yr 2) (BA (ne)) Yr 3) DPS; LC Yr 1) (BA (Hons) CC_BA (Hons) Hons) Animation:	(Hons) Animation (FT Yr 3); Rooms: EC_M301:Play	Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303: Stop Motion/Light box; Staff: HILTON,Stuart						
20:00 20:00					Game Arts (Full T Game Arts (FT Yr (Full Time)): LCC	ime)); LCC_BA (Hoi 3) (BA (Hons) Anim BA (Hons) Games J AUNTLEROY BRAI	ns) Animation: ation: Game Arts Art (FT Yr 1) Room:								
21:00 21:00															
22:00							2 14-22-09 Univer								truncated to fit page

	Monday 08/05/2023	Tuesday 09/05/2023	Wed 10/05/2023		Thur 11/05	sday /2023				Friday 12/05/2023			Saturday 13/05/2023	Sunday 14/05/2023
09:00	Charles III			Professional Futures Summative Assessment 3pm Via Moodle Z Other: Hand-in, 09 00-15:00										
10:00				Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:	ONLINE Guest Lecture - VFX Journalist:Ian Failes: Ian Failes: The evolution of CG Online Lecture, 10:00-11:00 Event too large - resources not printed	(A) BA Animation Arts Y03A FMP E2 FIT to Submit Other Unit Tutorials, 10:00-13:00	(A) BA Animation Arts Y03A FMP E2 FIT to Submit Other Unit Tutorials, 10:00-13:00							
11:00				Animation Arts (Full Time))		Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full	Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full							
12:00					<u> </u>	Time)); Room: EC_ M302; Staff:	Time); Room: EC_ M302A; Staff: , HILTON,Stuart; TAN Su-Lynn	,						
13:00 13:00														
14:00 14:00		Game Arts Supervised Studio or Workshop Time, 14:00- 17:00		-	VFX Supervised Studio or Workshop Time, 14: 00-18:00	3DCA FMP Supervised Studio or Workshop Time, 14: 00-18:00	Game Arts Supervised Studio or Workshop Time, 14: 00-18:00	FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 Event itoo large - resources not printed	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Project Support - Digital/VFX/ 3D Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printer	Project Support Digital/VFX/ 3D Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printer		
15:00 15:00		Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation:			Group: LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Eull Timp)):	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3 (BA (Hons) Animation: 3D	Groups: LCC_BA (Hons) Animation (with Creative) Computing) (FT Yr 3 (BA (Hons) Animation: Game	5			nor primes	The printed		
16:00 16:00		Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104; St aff: FAUNTLEROY BRAND,Joshua			Effects (Full Time)); Room: EC_M310; St aff: VINE,Billie	Computer Animation (Full Time)); LCC_ BA (Hons) Animation: 3D Computer Animation	Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:							
17:00 17:00			RAM project testing/ rehearsal Z Other: Workshop,	RAM project testing/ rehearsal Z Other: Workshop,		(FT Ýr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); Room: EC_M311; Staff: ROE,Sam	Game Arts (Full Time)); Rooms: EC_ M302; EC_M302A; Staff: LESLIE, Michael	RAM project testing/ rehearsal Z Other: Workshop,						
18:00 18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21: 00	17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:	17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room: EC_M303:	Game Arts Support Z Other: Workshop, 1		Arta (ET (BA (Hope)	17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC M303:						
19:00 19:00		Event too large - resources not printed	Stop Motion/Light box; Staff: HILTON, Stuart	:Play EC_M301:Play 2 Other: Workshn 2.M303: Grom: EC_M303: Groups: LCC_B3 on/Light Stop Motion/Light box; Staff: HILTON, Stuart (HILTON, Animation: Game (Hons) Animation: Game (Hons) Animation: Game (Hons) Animation: Game Animation: Game		s (Full Time)) Yr 3) DF s (FT Yr 1) (BA (Hons A (Hons) Animation: G ame Arts (Full Time)); s (FT Yr 3) (BA (Hons	PS; LCC_BA (Hons)) Animation: Game Art ame Arts (FT Yr 2) (BA LCC_BA (Hons)) Animation: Game Art	Stop Motion/Light box; Staff: HILTON, Stuart						
20:00 20:00						(Hons) Games Art (F EROY BRAND, Joshu								
21:00 21:00														
22:00								rsity of the Arts London						(truncated to fit page

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat

Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 15/05/2023)

	Mor 15/05	nday /2023	Tuesday 16/05/2023	Wednesday 17/05/2023	Thu 18/05	rsday 5/2023	Friday 19/05/2023	Saturday 20/05/2023	Sunday 21/05/2023
08:00									
09:00					FMP Element 2 Summative Assessment via Moodle by 3pm Z Other: Hand-in, 09:00-15:00 Group: LCC_BA (Hons) Animation (FT Yr 3)				
	Group A Animation Arts Fit to Submit Tutorials Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons)	Group B Animation Arts Fit to Submit Tutorials Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons)				ONLINE Guest Lecture - VFX Journalist: Ian Failes: The evolution of practical effects Online Lecture, 10:00-11:00 Event too large - resources not printed			
11:00	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LOC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:							
12:00 13:00	Animation Aris (Full Time));Roo m: EC_M302A;Staff: DOHERTY, Darren; HILTON,Stuart; TAN,Su- Lynn	Animation Aris (Full Time));Roo m: EC_M302A; Staff: DOHERTY, Darren; HILTON,Stuart; TAN,Su- Lynn							
13:00 14:00									
	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)		Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)						
15:00	Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time));Room: EC_ M304; Staff: VINE,Billie		Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: Came Arts (Full Time)); Room: Came Arts (Staff: FAUNTLEROY BRAND, Joshua						
16:00 17:00				D MA and and the first factor of the	D AM and include and				
18:00		RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3);Rooms: EC_ M301:Play Room; EC_M303: Stop Motion/Light box;Staff:	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3);Rooms: EC_ M301:Play Room; EC_M303: Stop Motion/Light box; Staff:	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3);Rooms: EC_ M301:Play Room; EC_M303: Stop Motion/Light box;Staff:	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3);Rooms: EC_ M301:Play Room; EC_M303: Stop Motion/Light box;Staff:	Game Arts Support	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00 Group: LCC_BA (Hons) Animation (FT Yr 3);Rooms: EC_ M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,		
19:00		HILTON,Stuart	HILTON,Stuart	HILTON,Stuart	HILTON,Stuart	Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA	Stuart		
20:00						(Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA			
21:00						(Hons) Games Art (FT Y1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
22:00									

	Monday 22/05/2023	Tuesday 23/05/2023	Wednesday 24/05/2023	Thu 25/05	rsday 5/2023	Friday 26/05/2023	Saturday 27/05/2023	Sunday 28/05/2023
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17:00								
	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00		RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00		RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00		
18:00	Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart		Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart	Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart		Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart		
18:00	box, Stail: HETON, Stuart	Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed	box, stan: Hill TON, stuart	DOX, Stall: HETON, Stuart	Game Arts Support Z Other: Workshop, 18:00-21:00	DOX, Stan: HILTON, Stuart		
19:00					Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation Game Arts (Full Time)) Yr 3) DPS;			
19:00					LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA			
					(Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts			
20:00 20:00			<u> </u> _		(Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full	<u> </u> _		
					Time); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua			
21:00 21:00								
22:00				nublished 21/08/2023 14:23:08 - Unive	rsity of the Arts London - CELCAT Time			(truncated to fit page)

	Monday 29/05/2023	Tuesday 30/05/2023	Wednesday 31/05/2023	Thu 01/06	rsday 6/2023	Friday 02/06/2023	Saturday 03/06/2023	Sunday 04/06/2023
08:00	Public Holiday (Spring Bank Holiday) 08:00-22:00 **Public Holiday (Spring Bank Holiday ** Spring Holiday	2						
09:00								
10:00				ONLINE Animation Arts: TVS pitch p Online Supervised Studio or Worksho Group: LCC_BA (Hons) Animation: A Animation: Animation Arts (Full Time)	L arctice online p Time, 10:00-13:00 nimation Arts (FT Yr 3) (BA (Hons));Staff: MARSHALL,Kelly; TAN,Su-Lynn			
11:00								
12:00								
13:00 13:00								
14:00 14:00								
15:00 15:00								
16:00 16:00								
17:00 17:00		RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00	RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00		RAM project testing/rehearsal Z Other: Workshop, 17:00-20:00		
18:00 18:00		Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room: EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart	Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart	Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart	Game Arts Support Z Other: Workshop, 18:00-21:00	Group: LCC_BA (Hons) Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: HILTON,Stuart		
19:00 19:00					Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (FUI) Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Y1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts			
20:00 20:00 21:00		<u> </u>		<u></u>	[Full Time]); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons) Games Art (FT Yr 1); Room: EC_M308;Staff: FAUNTLEROY BRAND,Joshua			
21:00								

	Monday 05/06/2023	Tuesday 06/06/2023	Wedn 07/06	esday 5/2023	Thur 08/06	sday 5/2023	Fri 09/06	day 5/2023	Saturday 10/06/2023	Sunday 11/06/2023
08:00										
09:00										
09:00										
10:00 10:00			BA Animation Show Install		BA Animation Show Install		BA Animation Show Install			
			Z Other: Exhibition/Show, 10: 00-18:00		Z Other: Exhibition/Show, 10: 00-18:00		Z Other: Exhibition/Show, 10: 00-18:00			
11:00			Group: LCC_BA (Hons) Animation (FT Yr 3)		Group: LCC_BA (Hons) Animation (FT Yr 3)		Group: LCC_BA (Hons) Animation (FT Yr 3)			
11:00										
12:00										
12:00										
10.00										
13:00 13:00			-							
14:00 14:00			-		-					
15:00			-							
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16:00										
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17:00										
17:00	RAM project testing/rehearsal Z Other: Workshop, 17:00-20		-	RAM project testing/rehearsal Z Other: Workshop, 17:00-20		RAM project testing/rehearsal Z Other: Workshop, 17:00-20		RAM project testing/rehearsal Z Other: Workshop, 17:00-20		
	Offer: Workshop, 17:00-20 00 Group: LCC_BA (Hons)			00 Group: LCC_BA (Hons)		00 Group: LCC_BA (Hons)		00 Group: LCC_BA (Hons)		
18:00	Animation (FT Yr 3);Rooms: EC_M301:Play Room; EC_ M303:Stop Motion/Light box;	Game Nights (extra-curricular optional		Animation (FT Yr 3);Rooms: EC_M301:Play Room; EC_ M303:Stop Motion/Light box;	Game Arts Support	Animation (FT Yr 3); Rooms: EC_M301:Play Room; EC_ M302:Stop Matian/Light box:		Animation (FT Yr 3);Rooms: EC_M301:Play Room; EC_ M303:Stop Motion/Light box;		
	Staff: HILTON,Stuart	activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed		Staff: HILTON, Stuart	Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA	Staff: HILTON, Stuart		Staff: HILTON,Stuart		
19:00					(Hons) Animation: Game Arts (Full Time)) Yr 3) DPS: LCC_BA					
19:00					(Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts					
20:00					(FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA					
20:00					(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA					
21:00					Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Ro om: EC_M308; Staff: FAUNTLEROY BRAND,Joshua					
21:00										
22:00				Page 35, publishe	ed 21/08/2023 14:23:08 - Unive					(truncated to fit page

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat

Group timetable - LCC_BA (Hons) Animation (FT Yr 3) (wk starting 12/06/2023)

	Monday 12/06/2023	Tuesday 13/06/2023	Wednesday 14/06/2023	Thur 15/06	sday /2023	Fri 16/06	day /2023	Saturday 17/06/2023	Sunday 18/06/2023
08:00									
09:00									
10:00						1			
10:00 11:00 11:00	BA Animation Show Install Z Other: Exhibition/Show, 10:00- 18:00 Group: LCC_BA (Hons) Animation (FT Yr 3)	BA Animation Show LIVE - Show Preview Event Z Other: Exhibition/Show, 10:00- 18:00 Group: LCC_BA (Hons) Animation (FT Yr 3)	BA Animation Show LIVE Z Other: Exhibition/Show, 10:00- 18:00 Group: LCC_BA (Hons) Animation (FT Yr 3)	ONLINE Animation Arts: TVS pitch practice online Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation: Animation Arts (FUT Yr 3) (BA (Hons) Animation: Staff Animation Arts (Full Time)):Staff	BA Animation Show LIVE Z Other: Exhibition/Show, 10:00- 18:00 Group: LCC_BA (Hons) Animation (FT Yr 3)	ONLINE Animation Arts: TVS pitch practice online Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation Animation Arts (Full Time));Staff: MARSHALLKelly; TAN,Su-Lynn	BA Animation Show LIVE Z Other: Exhibition/Show, 10:00- 18:00 Group: LCC_BA (Hons) Animation (FT Yr 3)		
12:00 12:00				: MARSHALL, Kelly; TAN, Su-Lynn		MAKSHALL,KEIIY; TAN,SU-LYNN			
13:00 13:00									
14:00 14:00									
15:00 15:00									
16:00 16:00									
17:00 17:00									
18:00									
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animatic Animation: Game Arts (Full Time) Animation: Game Arts (FT Yr 1) (on: Game Arts (FT (BA (Hons)) Yr 3) DPS; LCC_BA (Hons) BA (Hons) Animation: Game Arts				
19:00				(Full Time)); LCC_BA (Hons) Anir (Hons) Animation: Game Arts (FU Animation: Game Arts (FT Yr 3) ((Full Time)); LCC_BA (Hons) Gam Staff: FAUNTLEROY BRAND,Jos					
20:00									
21:00 21:00 22:00									

	Monday 19/06/2023	Tuesday 20/06/2023	Wednesday 21/06/2023	Thursday 22/06/2023	Friday 23/06/2023	Saturday 24/06/2023	Sunday 25/06/2023
08:00							
09:00							
10:00							
11:00							
11:00							
12:00 12:00							
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14:00							
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15:00 15:00							
16:00 16:00							
17:00							
17:00							
18:00 18:00		Game Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed					
19:00 19:00		_					
20:00 20:00							
21:00 21:00							
22:00				023 14·23·08 - University of the Arts London			(truncated to fit page)